
Subject: scripts.dll 1.4...

Posted by [SomeRhino](#) on Fri, 23 Jan 2004 04:56:28 GMT

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Also, there seems to be a bug with JFW_User_Settable_Parameters. When it is applied to the CTF Scripts, it causes the flags to stay in their zones and attaches a copy of the flag to the player when he enters the zone without removing it from its set location. I would assume this is a problem with the CTF scripts not being able to communicate with eachother when they are set up like that.
