Subject: scripts.dll 1.5
Posted by General Havoc on Fri, 20 Feb 2004 15:29:41 GMT
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Yeah, remember what sort of things we can do with the scripts.dll. Most of the ideas in the first part of the thread are no things you normally do with scripts alone. Ideas like Domination and the random presets were good ideas for 1.4 and all perfectly do-able.

As for vloktbokys scripts, they are all very well but they would be nicer if you could write them as a "useable" script so people can program them into their maps also. In reality server-side dll scripts offer no advantage to modders making maps. It causes more problems if anything.