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Subject: scripts.dll 1.5.1/1.6

Posted by [jonwil](#) on Tue, 06 Apr 2004 11:47:47 GMT

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I may be working on either a 1.5.1 or 1 .6

I want all script ideas, you have until this weekend to make suggestions.

I am giving highest priority to the things SomeRhino needs for his mod.

Following that are any scripts that the RenAlert team needs for their mod.

And then, any general scripts, with preference given based on ease of implementation and on what people want the scripts for.

Bug fixes (if any are required) get a higher priority than new scripts.

Also, if anyone has any code of their own to contribute, you must send it by this weekend also.

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