Subject: scripts.dll 1.5.1/1.6
Posted by jonwil on Thu, 08 Apr 2004 04:09:09 GMT
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I did get the new sensor scripts and stuff.

Also, the teleporter scripts do work in MP (unless there is a bug)

As for the problems with death/distance/whatever, I dont know why they happen.

Game engine limitations I suspect.

SuperFlyingEngi, your script idea is, sadly, not possible with renegade as it is now.

drunkill, your idea is probobly possible somehow.

However, it would be a large task and I do not have the time to implement it