
Subject: scripts.dll 1.6 is almost ready

Posted by [jonwil](#) on Fri, 16 Apr 2004 01:27:46 GMT

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ok, its nearly ready.

Just working on a possible fix to JFW_Nod_Obelisk_CnC which will make the glow effect and (I hope, if I can find a way), the charge sound work properly for everyone in MP.

What this means is that you can:

1.use JFW_Nod_Obelisk_CnC in your maps (this new change works with client, LFDS and WFDS and doesnt require any hacks at all) and you will get the working effect (including the sound if I can find a command that works for all players in MP). Any map using M00_Nod_Obelisk_CnC can have the change made, as long as all people who have the map have the same version.

and 2.modify the presets (I think there is a way to do a server-side-only preset mod for this, not sure) so that the obelisk preset is using JFW_Nod_Obelisk_CnC instead of

M00_Nod_Obelisk_CnC. Then all WW maps and others using the obelisk preset will get the fix automaticly.
