
Subject: scripts.dll 1.6.1

Posted by [jonwil](#) on Tue, 20 Apr 2004 09:38:13 GMT

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ok, 1.6.1 has now become 1.7

The main change in addition to what has already been announced is more scripts with the "primary and secondary" logic.

And also maybe a series of scripts like JFW_Building_Gun but with charge animations.
