Subject: custom scripts.dll update
Posted by jonwil on Sun, 02 Mar 2003 02:49:37 GMT
View Forum Message <> Reply to Message

I am currently awaiting NameHunter (or someone else, me perhaps, if NameHunter doesnt show up with the completed work soon) to finish the coding for the new version (no new scripts, just a bunch of under-the-hood stuff)
Then, I will get mapmakers to test the new dll and all the scripts contained therein to make sure that I didnt break anything. Once it all works, I will release it as version 1.1
Then, I will try and get some assistance in writing tutorials for the scripts, both mine and westwoods (anyone with good documentation/tutorial writing skills and who knows how to use leveledit and to attatch scripts to objects, please contact me)
I will probobly also start taking new script ideas sometime soon after 1.1 is tested and out, some of those ideas will end up becoming 1.2 or so.

Subject: custom scripts.dll update
Posted by OrcaPilot26 on Sun, 02 Mar 2003 02:51:40 GMT
View Forum Message <> Reply to Message

hmmm, tutorials, could be quite useful

Subject: custom scripts.dll update
Posted by Imdgr8one on Sun, 02 Mar 2003 02:52:19 GMT
View Forum Message <> Reply to Message

Uber w00tage

Subject: custom scripts.dll update
Posted by General Havoc on Sun, 02 Mar 2003 09:45:37 GMT
View Forum Message <> Reply to Message

Check your PM, i don't know if the forum system is completly working to alert you that you have one.

Subject: custom scripts.dll update
Posted by Rich[HN] on Sun, 02 Mar 2003 11:21:41 GMT
View Forum Message <> Reply to Message

NameHunter is busy!