
Subject: question for users of scripts.dll/bhs.dll
Posted by [jonwil](#) on Mon, 03 Apr 2006 10:38:17 GMT
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Do you think the current release rate of the scripts.dll is:
Too fast.
Too slow.
Just right.

Please answer.

Subject: Re: question for users of scripts.dll/bhs.dll
Posted by [Cat998](#) on Mon, 03 Apr 2006 12:59:28 GMT
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You are doing great work jonwil, you shouldnt ask the people that.

Subject: Re: question for users of scripts.dll/bhs.dll
Posted by [Napalmic](#) on Mon, 03 Apr 2006 22:54:13 GMT
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It's a bit fast, you should reconsider what you add as to when it should be released. Sure, you might have added some stuff but it's not that much each release compared to the next day when you seemed to have doubled the amount of additions, making the releases seem kind of pointless. Otherwise you should release key features one at a time, rather than in small chunks. Many of the last releases just seem to be engine calls, not exactly many new fancy scripts.

Subject: Re: question for users of scripts.dll/bhs.dll
Posted by [Shadow2256](#) on Mon, 03 Apr 2006 23:01:10 GMT
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I am gonna say you are doing fine. Although I believe that it might be better to wait until you have at least 10 or more new things before releasing the new update. Keep it up. I am thankful for your work jon.

Subject: Re: question for users of scripts.dll/bhs.dll
Posted by [Renx](#) on Mon, 03 Apr 2006 23:23:56 GMT
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Spending more time on working out all the bugs wouldn't be a bad idea. What people probably find most annoying are all the x.1, x.2, x.3 releases that all fix like one bug each time, and

sometimes add more.

Subject: Re: question for users of scripts.dll/bhs.dll

Posted by [EA-DamageEverything](#) on Wed, 05 Apr 2006 01:17:17 GMT

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Too fast. IMHO it would be better to take all improvements into one stable Release and name it scripts 2.6 ... then 2.8 or even 3.0 (depending on how much changes will be done).

Or just one scripts release per month.
