Subject: possible new scripts.dll release between 2.9.2 and 3.0
Posted by jonwil on Sat, 23 Sep 2006 05:23:16 GMT
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Given that the large (and top secret) features being worked on for 3.0 are going to take a while to complete, I am considering releasing a build without the secret and unfinished stuff and just including whats complete right now (and probobly a couple other things that wont take very long to finish).

Does anyone have any thoughts on this?
Also, what version number could I give it?
I cant call it "3.0" because "3.0" is reserved for the big release.

Subject: Re: possible new scripts.dll release between 2.9.2 and 3.0
Posted by Ivan275 on Sat, 23 Sep 2006 05:43:13 GMT
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you can call it 2.9.9

Subject: Re: possible new scripts.dll release between 2.9.2 and 3.0
Posted by Dan on Sat, 23 Sep 2006 06:02:12 GMT
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2.10

Subject: Re: possible new scripts.dll release between 2.9.2 and 3.0
Posted by LR01 on Sat, 23 Sep 2006 07:18:23 GMT
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why not 2.9.3 ?

Subject: Re: possible new scripts.dll release between 2.9.2 and 3.0
Posted by StealthEye on Sat, 23 Sep 2006 08:36:01 GMT
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2.10 minor version number increased.

2.9.9 would be the 9th bug fix release of 2.9 same for 2.9.3, and the changes are not (only) bug fixes...

Subject: Re: possible new scripts.dll release between 2.9.2 and 3.0
Posted by Mad Ivan on Sat, 23 Sep 2006 11:15:57 GMT
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StealthEye wrote on Sat, 23 September 2006 11:362.10 minor version number increased.

2.9.9 would be the 9th bug fix release of 2.9 same for 2.9.3, and the changes are not (only) bug fixes...

Yes but 2.10 may be confused with 2.1 .
2.9.3 is better since it ALSO fixes some bugs.

Subject: Re: possible new scripts.dll release between 2.9.2 and 3.0
Posted by jonwil on Sat, 23 Sep 2006 14:58:19 GMT
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If I release it, it would be most likely be called 2.10 with the bhs.dll version commands reporting as 2.101 (because if I had it report as 2.10, the 0 would get dropped and it would be confused with 2.1)

So, lets end the discussion of the version number and discuss the other stuff

Subject: Re: possible new scripts.dll release between 2.9.2 and 3.0
Posted by jnz on Sat, 23 Sep 2006 16:22:19 GMT
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could you please fix pinfo and id. also you could call it 3.0-unfinished

Subject: Re: possible new scripts.dll release between 2.9.2 and 3.0
Posted by jonwil on Sun, 24 Sep 2006 03:11:33 GMT
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I cant see what is causing the pinfo and ID console commands to fail.
For some reason the GetMaxPlayerID function is returning the wrong value and I cant work out why.