
Subject: scripts.dll 1.0 RC2 is out
Posted by [Anonymous](#) on Mon, 27 Jan 2003 04:45:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Get it from <http://www.sourceforge.net/projects/rentools/>This fixes a large problem in 1.0 RC1.The crashes and stuff should be gone now.A few scripts remain untested though (thats why its 1.0 RC2 and not 1.0)The untested scripts are:JFW_Aircraft_FuelJFW_2D_Sound_Timer_HealthJFW_3D_Sound_Timer_RandomJFW_2D_Sound_Timer_RandomJFW_Zone_Send_Custom_PresetJFW_Zone_Send_Custom_EnableJFW_Timer_CustomJFW_Custom_Play_CinematicJFW_Grant_Key_Zone_EntryIf anyone gets any of these working, do let me know.Once these are working (if I can find someone that spends more than 5 minutes testing, I will get them tested), I will release 1.0. I am still planning to get 1.0 out by the end of the month.

Subject: scripts.dll 1.0 RC2 is out
Posted by [Anonymous](#) on Mon, 27 Jan 2003 05:34:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Good job, maybe it won't crash on me anymore, thanks!

Subject: scripts.dll 1.0 RC2 is out
Posted by [Anonymous](#) on Mon, 27 Jan 2003 05:54:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ill try the sounds and Aircraft fuel when i get home... also does aircraft fuel go under on the orca and apache?

Subject: scripts.dll 1.0 RC2 is out
Posted by [Anonymous](#) on Mon, 27 Jan 2003 15:13:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

They work now for me without crashing, but again, I get to complain to Dante. It seems now that your CTF script doesn't work at all! You can pick up the opponent's flag, but you can't capture it- nothing happens when you bring it over your home zone... I'll do a bit of tweaking and see if I can get it working.

Subject: scripts.dll 1.0 RC2 is out
Posted by [Anonymous](#) on Mon, 27 Jan 2003 16:56:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I might have found the problem, but I'm a n00b at C++ so I may be wrong.When the player captures the flag, part of the "if" control statement for this changes the status of the GotFlag value

to true, which the code says "GotFlag = true."In the updated version, capturing the flag requires that the GotFlag value be set to true, however, your code in this instance contains a double equal sign, using an equality operator rather than the assignment operator as before. GotFlag == trueThe prerequisite for capturing the flag is never completed, and so the player is unable to capture the flag. Change the code so that they have matching operators, and I think it should work. [January 27, 2003, 16:57: Message edited by: SomeRhino]

Subject: scripts.dll 1.0 RC2 is out
Posted by [Anonymous](#) on Mon, 27 Jan 2003 17:52:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks for the info, I fixed that problem.Should fix the script, the fix will be in 1.0
