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Subject: Scripts.dll progress update

Posted by [jonwil](#) on Tue, 15 Dec 2015 10:39:56 GMT

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The following changes have been made since scripts 4.2 Update 3 was released:

Further changes to Jerad's scripts

Add new update command to PackageEditor. This does the same thing as the convert command and then installs the resulting package (same thing as the install command)

Fix a crash if certain ini files are missing

Add a setting to "global settings-general" in LE that lets you change the Visceroid preset name (this goes with the VisceroidEnable keyword in the tt.ini/per-map tt.ini)

Fix a typo in JFW\_Create\_Destroy\_Object\_On\_Custom\_Bone

New script JFW\_Set\_HUD\_Help\_Text\_Zone

I will be releasing scripts 4.2 Update 4 soon, there is one more issue I need to fix where the resource manager is loading packages in a different order on the server and on the client which is breaking things if there are multiple packages with the same file in them but different contents but once that issue is fixed I can release Update 4.

I cant give you an ETA on this (since I dont know how long its going to take to get hold of the needed testcase for the bug in question or how long its going to take to squash that bug) although if possible I will try to have it out in the next few days or so (before I go away on xmas holidays)

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