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Subject: Scripts.dll in CP1 has a ton of bugs, use Jonwill's 1.93

Posted by [mac](#) on Thu, 02 Dec 2004 09:55:12 GMT

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I've had no problems with the scripts.dll included in server side cp1, it yesterday ran about 20 maps, including the cp1 maps, without a problem. I fixed all that I can.

I think SSCP1 included the wrong version, the fixed version is here:

<http://download.renguard.com/scripts.zip>

I'll add a switch to disable gamelog logging later.

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