Subject: Re: should CP2 ship with scripts 2.1.3 or scripts 2.2?
Posted by ingram091 on Wed, 12 Oct 2005 11:40:15 GMT
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since 2.2 has the weather, eject, kill, and drop console commands in it. it would be nice to wait. but not necessarily a request too... Personally I think 2.1.3 works fine, and has some interesting addition in and of itself... And ssaow already has weather effects build in... so I don't think its that big a deal. Other then it being nice to have the extras available for custom command coding. and I didn't think you were going to do that yet with brenbot. BR.net has that option already. and that is where 2.2 comes in handy... But for brenbot in CP2 if you are not going to add anything command wise to it. then no don't wait... its prob not worth it, just for those few extra console commands.