Subject: Re: Do you use the custom scripts.dll?
Posted by EvilWhiteDragon on Mon, 11 Dec 2006 22:12:29 GMT
View Forum Message <> Reply to Message

Cat998 wrote on Sun, 10 December 2006 17:25I'm using scripts.dll 2.9.2 which is pretty stable (I don't
remember any crashes caused by this scripts.dll version).

I think the best feature in scripts.dll is the faster loading time.
My Renegade is able to load maps in just one second (!).
Without scripts.dll it takes pretty long to load a map.

And I like all the features and console commands that come with
scripts.dll. Our BlackIntel server is using scripts.dll allot.
cat dont you forget that we added a hell of a lot of commands ? So a whole lot is maybe by
stealtheye etc

Anway, ontopic:
Im using the BlackIntel turret and wall lag fixed (etc) Scripts.dll
I like the Cmsgs and ofcourse the super loading time