
Subject: Is anyone having Advanced Guard Tower problems?

Posted by [jonwil](#) on Mon, 06 Jun 2005 06:37:46 GMT

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Is anyone using scripts.dll 2.1.2 (not 2.1.0 or 2.1.1 or any other version, only 2.1.2) and having any advanced guard tower issues with it? (i.e. where 2.1.2 is running on the server)
If so, check to see what happens if you use 2.0.1 or earlier (i.e. not 2.1.x), if the problems dont go away, its not the problems I care about.

If the problems DO go away, I need to know about those problems since I am unable to identify any errors either in my tests in the game itself or in my re-examination of the code for the stock westwood AGT scripts, so unless someone shows me problems, I will mark it all "works for me".
