
Subject: Re: scripts.dll 2.2.3 progress report
Posted by [RTsa](#) on Fri, 27 Jan 2006 18:38:13 GMT

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I'm not sure where I can check what version of scripts I have...I have downloaded 2.2.2, but I'm not absolutely sure I extracted the zip. (how can I tell what version am I running?)
I am almost 100% sure that is the correct crashdump I attached as it's dated last night and I went to bed shortly after the crash. (I did however go back ingame, but only to finish the game I think)
As for what version of scripts was the server running..I'll have to ask. I do know the server (TK2) is 'up to date' most of the time, so the scripts must have been fairly new. (as in probably at least 2.2, but most likely 2.2.2)

Oh, what version was the fix to this bug made?

I hope this helps!

edit: the reason I posted this was that I remember reading it was fixed, and immediately as I accessed the PT, it crashed and I had my apache right there. It just popped into my mind that this must be that bug.

File Attachments

1) [crashdump.txt](#), downloaded 139 times
