
Subject: Re: scripts.dll 2.2.3 progress report
Posted by [terminator 101](#) on Sun, 29 Jan 2006 05:51:49 GMT
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RTsa wrote on Fri, 27 January 2006 08:28When you access a PT and you enter a vehicle at the same time, it crashes Renegade

How can you possibly do this in a Normal Renegade game? In all buildings, none of the PTs are close enough to the doors.
