
Subject: Re: scripts.dll 3.2 is in progress

Posted by [danpaul88](#) on Mon, 29 Jan 2007 18:20:56 GMT

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Hmm, will there be a fix for Get_Shield_Type under the FDS in 3.2 ? I notice the code for it changed between 2.9.2 and 3.1.x, but both versions of it cause the FDS to crash. It works fine in all other game modes, such as LAN, non-fds dedi etc.
