

---

Subject: Re: scripts.dll 3.2 is in progress

Posted by [danpaul88](#) on Mon, 29 Jan 2007 18:58:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Ok, StealthEye figured it out. The memory address for Get\_Armor\_Name in case 1: (server.dat) should be changed from

```
Get_Armor_Name = (GetArmorName)0x00687700;
```

to

```
Get_Armor_Name = (GetArmorName)0x00687070;
```

This fixed it for me, and it returns the correct data. Many thanks to StealthEye for that fix, as it was really doing my head in crashing all the time

---