
Subject: Re: scripts.dll 3.2 is out

Posted by [Jerad2142](#) on Mon, 09 Apr 2007 20:31:50 GMT

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Attention Jonwil

Okay, I thought the problem was with a change you guys must have done to the cinematic scripts. But after a closer look I think it must be with one of these scripts:

JFW_Attach_Custom

JFW_Send_Custom_Distance_Objects_Custom

Reborn_MMK2_Turret

There are a few other script that it could be but these are the most likely, attach them to an object (like the default starting infantry) and if the game crashes you have found the flawed script, it use to work before 3.2 but now I am having problems on tons of levels. If I had more time I would see which script was causing it, but now I have to leave for work.
