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Subject: Re: scripts.dll 3.2 is out  
Posted by [Renx](#) on Tue, 10 Apr 2007 21:42:55 GMT  
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gamemodding wrote on Mon, 09 April 2007 18:34ignore my post... It was shitty reanguard killing my renegade.

No it's not. I have the exact same problem with the previous versions of scripts.dll, and it only started happening after I updated to the latest version of DX9c. I haven't tried 3.2 yet but I presume this is still going to happen if you're experiencing it.

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