
Subject: Re: scripts.dll 3.2.2 is out
Posted by [Yrr](#) on Tue, 01 May 2007 22:16:08 GMT
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@John:

I'm not 100% sure but as far as I can see, VehicleGameObjInit from bhs.dll/so is never called and your IsVisible-variable remains uninitialized (at least on Linux).
