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Subject: Re: 100% Saved Game...

Posted by [Ethenal](#) on Sat, 29 Sep 2007 17:11:00 GMT

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cmatt42 wrote on Sat, 29 September 2007 11:11 That pretty much won't fix it; I'm pretty sure this is that classic custom scripts problem.

Rename 'scripts.dll' to something like 'scripts3.dll' and rename 'scripts2.dll' to 'scripts.dll'.

When you're done, do those steps backwards.

Yeah, I had that problem myself, it only happened whenever I was using 2.9.2 though.

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