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Subject: Re: Preview of a new feature in scripts.dll 4.0

Posted by [jonwil](#) on Wed, 30 Sep 2009 00:36:02 GMT

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Some things are easier to fix than others. Fixing a specific bug (such as the sound bug) is fairly easy since we know where to start looking (i.e. "find the code that runs when you press the sound play button") but fixing crashes (especially those that are "random" or hard to reproduce) is HARD due to not knowing where to start.

If anyone knows of any broken features, please speak up.

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