Subject: Re: Altitude bug - aka "deadzones"
Posted by reborn on Thu, 19 Nov 2009 12:32:28 GMT
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I remember once I forgot to add the scripts inside the level edit directory, however, the scripts where still listed as attached to the objects.
If the scripts didn't attach properly, then surely they would not of atatched properly to all objects? Meaning that loads of stuff wouldn't work correctly...
I hope I'm wrong, and I'm kinda butting my nose in really, but it would surprise me if it was just a case of making sure the scripts.dll file was in the directory and re-exporting it all (unless you accidently removed the scripts from the obejct or something?).