Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by jonwil on Tue, 29 May 2012 01:14:55 GMT
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I have fixed a bug (as of yesterday) related to the creation of single player save game files. Any save game file created with a version of 4.0 prior to whatever the next build released is is highly likely to cause a crash at some point.

The issue was that information about which object a script was attached to was not being saved correctly so when the script was destroyed, it was not removed from the object. This meant that later, the code would try to do stuff to all scripts on an object, read the no-longer-existing script and crash.

No there is no way to repair the save games (its impossible to know which object each script was meant to be attached to) the only way is to use pre-4.0 save games or to start the game from the beginning. Note that the save games that appear on the list and correspond to specific levels (and start you off at the beginning of that level), those aren't affected as they are not really save games, just special flags in the settings somewhere to tell the game which levels you have completed.