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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!

Posted by [jonwil](#) on Wed, 30 May 2012 00:01:10 GMT

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The crash doesn't happen when you load the save file, it happens later on when something specific in-game happens (in this case the destruction of that power plant)

More specifically what happens is that if you have loaded a save file created with 4.0, then when you destroy the power plant, it destroys some scripts (because of the way those scripts are written). Destroying those scripts causes the game to crash. Same thing happens when you complete the level without destroying the power plant (the scripts get destroyed which = crash.

I can confirm from my testing that if I load a save game made with 4.0 then blow up the power plant, it crashes. If I load a save game made after the fix I put into 4.0 and blow up the power plant, it does not crash in the same place anymore.

Once 4.0 beta 5 is out, if people are still having crashes and they are NOT using a save game made with 4.0 earlier than beta 5, I will investigate further.

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