

---

Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [jonwil](#) on Mon, 17 Feb 2014 00:34:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

StealthEye fixed a crash that was happening on some co-op maps (or rather, happened for any script that called Commands->Create\_Logical\_Sound)

Current todo list:

Fix an issue in the damage code that is causing bogus "harvester repaired" messages (and other things for other scripts)

Investigate SAM site issue reported by ExEric3

Investigate/Fix crash when accessing the vehicle dialog

Investigate the purchase terminal character change weapon issue (I assume it only happens if the FDS is running SSGM?)

---