
Subject: Re: Now collecting scripts 4.1 bugs
Posted by [roszek](#) on Sun, 16 Nov 2014 18:14:24 GMT
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Set_Map seems to be bugged. Every once in a while it will change the current map index. For instance, if I'm on map 5 and use code with it in it will change the current map index to 2 (well something like that).
