
Subject: scripts.dll 1.5.1/1.6

Posted by [\[REHT\]Spirit](#) on Thu, 08 Apr 2004 22:51:19 GMT

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BTW JonWil, an issue's been found with the latest deploy script. Apparently the offset thing for on deploy, to prevent people from getting stuck, does not work and instead crashes the game (oh boy).

In Reborn.cpp, inside the function "Reborn_Deployable_Vehicle::Killed", there's a line that says something like

```
if (pilotID != 0)
    Commands->Set_Position(&pilotID,Get_Vector3_Parameter("LeaveOffset"));
```

Just take out those 2 lines and the script shouldn't crash anymore. Just figured I'd tell you this since your e-mail is down.

walks off feeling reeeeeeaalllly stupid
