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Subject: Mac - vloktboky - PT/Cargo Plane issue..  
Posted by [msgtpain](#) on Wed, 25 Aug 2004 01:36:17 GMT  
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I need your help please, just to make sure that I am indeed running what I should be running on the server.. I honestly have no idea how the scripts.dll's work, and which ones I need, which one's I don't etc..

To the point, I know that you both said that the PT/cargo plane should have been fixed with the latest release.. but even tonight, with these running, vehicles were still stacking up in the air until we set the server to full RG mode and booted anyone not using it.

Here is what I have installed on the server.. Maybe you can advise me to remove, rename, etc.. and hopefully there is just a conflict in them that is causing the issue to still exist? If not, uh.. I don't think it's fixed..

on the server:

Scripts.dll 1.42 MB (1,499,252 bytes) Modified Tuesday, August 17, 2004, 9:15:12 PM  
Scripts2.dll 1.99 MB (2,088,960 bytes) Modified Tuesday, December 10, 2002, 1:17:46 PM  
Scripts3.dll 562 KB (575,488 bytes) Modified Tuesday, August 17, 2004, 8:20:52 AM ( I dont' think the date is right on this one, I think it's the original scripts.dll)

bhs.dll 60.5 KB (61,952 bytes) Modified Tuesday, August 17, 2004, 7:22:06 AM

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Subject: Mac - vloktboky - PT/Cargo Plane issue..  
Posted by [xptek](#) on Wed, 25 Aug 2004 02:34:05 GMT  
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It just needs to be modified to kick them when it is damaged by them.

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Subject: Mac - vloktboky - PT/Cargo Plane issue..  
Posted by [jonwil](#) on Wed, 25 Aug 2004 05:43:14 GMT  
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I do not know about any fixes added by SSAOW or other vloktboky scripts.  
But there was an issue with the fix I added to scripts.dll 1.9.1 preventing the PT fix (there is no cargo plane fix because I do not know of a place to insert the fix) from working as intended.  
This error has been corrected and the fix will be included in scripts.dll 1.9.2 which is to be released soon.

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Subject: Mac - vloktboky - PT/Cargo Plane issue..  
Posted by [zunnie](#) on Wed, 25 Aug 2004 08:47:12 GMT

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Quote:vehicles were still stacking up in the air until we set the server to full RG mode and booted anyone not using it.

obviously :rolleyes:

[zunnie]

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Subject: Mac - vloktboky - PT/Cargo Plane issue..  
Posted by [Sir Kane](#) on Wed, 25 Aug 2004 09:39:51 GMT  
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The 1,99 MB file (scripts2.dll) is the original one.

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Subject: Mac - vloktboky - PT/Cargo Plane issue..  
Posted by [Nightma12](#) on Wed, 25 Aug 2004 15:17:12 GMT  
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it should be like this

scripts.dll = SSAOW script  
scripts2.dll = original script  
bhs.dll=you know lol

and there should be no scripts3.dll

redownload SSAOW, remove all the scripts, and add in all 3 scripts in SSAOW

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Subject: Mac - vloktboky - PT/Cargo Plane issue..  
Posted by [Renx](#) on Wed, 25 Aug 2004 20:05:11 GMT  
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Yeah, the SSAOW uses the newest scripts.dll anyway, so there is no need to have 3

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Subject: Mac - vloktboky - PT/Cargo Plane issue..  
Posted by [msgtpain](#) on Wed, 25 Aug 2004 23:43:19 GMT  
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Thanks jonwil..

Sorry, I don't hang out in the mod arena's at all; so I'm not up to speed on what each file contains,

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and which one's replace which.. (or who made them).. For some reason I thought I saw a post from mac somewhere in regards to these issues, but when it came time to reply, I couldn't find it.

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