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Subject: Scripts Question

Posted by [Obelisk](#) on Sat, 14 May 2005 04:04:09 GMT

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When editing a mission map to play online is it unsafe to use the newer scripts like JFW\_Character\_buy because when i use these scripts i tried using a computer which has an older version of scripts and it works fine. But sometimes ile just loose people when im playing online as if there game crashed. And just today i was playing with 11 players and i lost every body at the same time exopt for me and the computer im networked to. What causes peoples game to crash when in my game playing m03? THX for any help.:}

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Subject: Scripts Question

Posted by [jonwil](#) on Sat, 14 May 2005 06:54:59 GMT

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That particular script is ok to use in any map you like, it doesnt matter what the client has on their end.

As for the errors, I have no clue (its a pretty simple script that basicly duplicates what happens when you buy a character at the PT)

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Subject: Scripts Question

Posted by [Obelisk](#) on Sat, 14 May 2005 14:02:54 GMT

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Thx. Maybe it was just the computers i had networked to mine because those would crash so then i assumed when it told me when i was ingame that i loss somone that there game crashed. but i just asked somone who i had lost when they came back and they said here game didi'nt crash it just lagged out. And i think i had a connection problem when everyone got kicked at the same time but i'm not sure.

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