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Subject: memory\_scripts.log ?

Posted by [Gen\\_Blacky](#) on Fri, 07 Sep 2007 22:36:29 GMT

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what is this memory\_scripts.log it was in Level folder, is there something wrong with my modified scripts version, But Le never crashed ?

#### File Attachments

1) [memory\\_scripts.log](#), downloaded 210 times

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Subject: Re: memory\_scripts.log ?

Posted by [danpaul88](#) on Fri, 07 Sep 2007 23:00:38 GMT

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Compile the scripts.dll in Release mode, not Debug mode. In Debug mode it produces that logfile and has much lower performance overall.

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Subject: Re: memory\_scripts.log ?

Posted by [Jerad2142](#) on Mon, 10 Sep 2007 12:27:22 GMT

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Gen\_Blacky wrote on Fri, 07 September 2007 16:36 what is this memory\_scripts.log it was in Level folder, is there something wrong with my modified scripts version, But Le never crashed ? The only time level editor will crash do to scripts, is if you leave a parameter blank.

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