
Subject: Error by JFW_Character_Buy_Poke ??

Posted by [dreamboy5883](#) on Mon, 19 May 2008 12:02:45 GMT

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Hello,

I get a error in the level editor if I the following Script loads: JFW_Character_Buy_Poke. I use new scripts.dll 3.4.4

What can the error lieke with?

With which version from scripts.dll does this go?

Sorry for my englisch please.

Subject: Re: Error by JFW_Character_Buy_Poke ??

Posted by [Ghostshaw](#) on Mon, 19 May 2008 12:52:56 GMT

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What error is it?

Subject: Re: Error by JFW_Character_Buy_Poke ??

Posted by [dreamboy5883](#) on Mon, 19 May 2008 13:06:43 GMT

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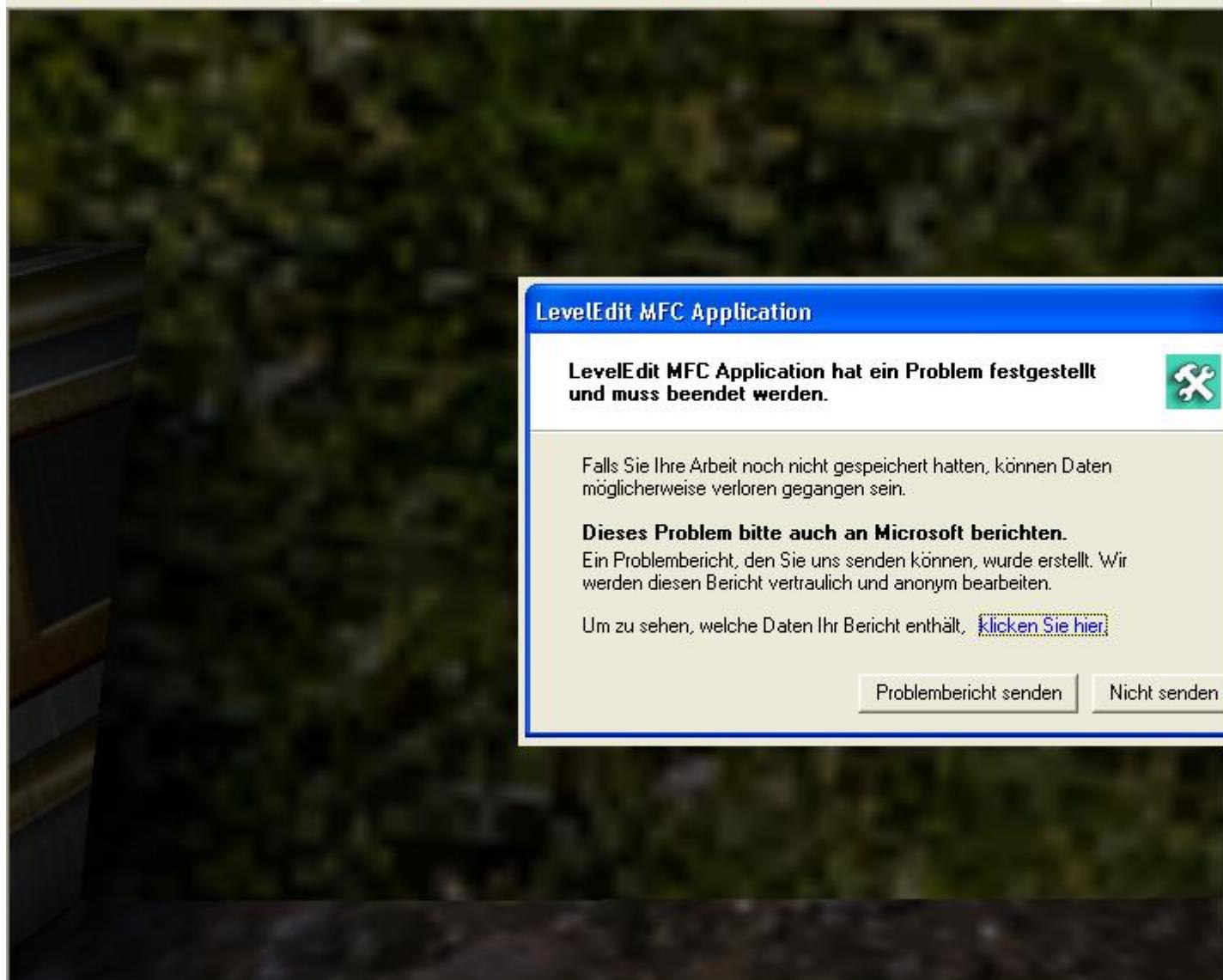
This error is comming:

File Attachments

1) [error.JPG](#), downloaded 482 times

C&C_Field - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



Picked model: DSP_DOORSWITCH
Picked model: DSP_DOORSWITCH
TimeManager::Update: warning, frame 887 was slow (5441 ms)

Ready

Camera (0.00,0.00,80.00)

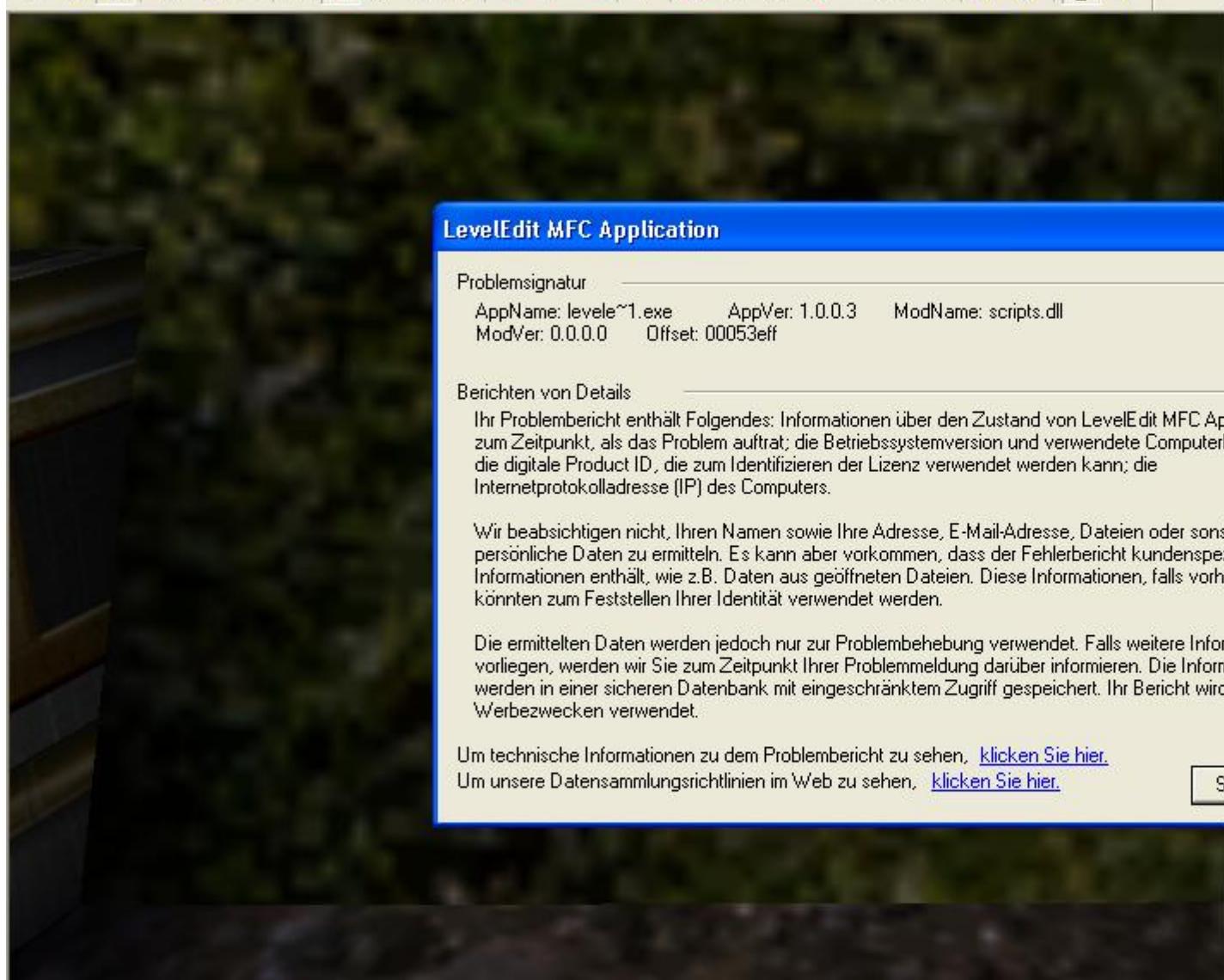
Frame



2) [error1.JPG](#), downloaded 479 times

C&C_Field - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report

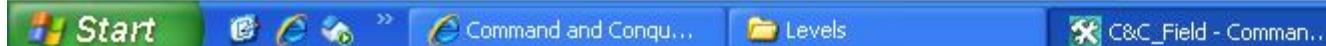


Picked model: DSP_DOORSWITCH
Picked model: DSP_DOORSWITCH
TimeManager::Update: warning, frame 87 was slow (2360 ms)

Ready

Camera (0.00,0.00,80.00)

Frame



Subject: Re: Error by JFW_Character_Buy_Poke ??
Posted by [_SSnipe_](#) on Mon, 19 May 2008 13:44:33 GMT
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what are you attaching the script to?

Subject: Re: Error by JFW_Character_Buy_Poke ??

Posted by [dreamboy5883](#) on Mon, 19 May 2008 16:40:21 GMT

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I insert the Script with the Generic_Switch.

With an older version from scripts.dll no problems.

Because I build the servers new and my (festplatte = german) was broken I do not have old scripts.dll any more.

Subject: Re: Error by JFW_Character_Buy_Poke ??

Posted by [dreamboy5883](#) on Mon, 19 May 2008 17:09:08 GMT

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ok Problem is fixed with the old scripts.dll
