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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 english please.

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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?

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Subject: Re: Error by JFW\_Character\_Buy\_Poke ??

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

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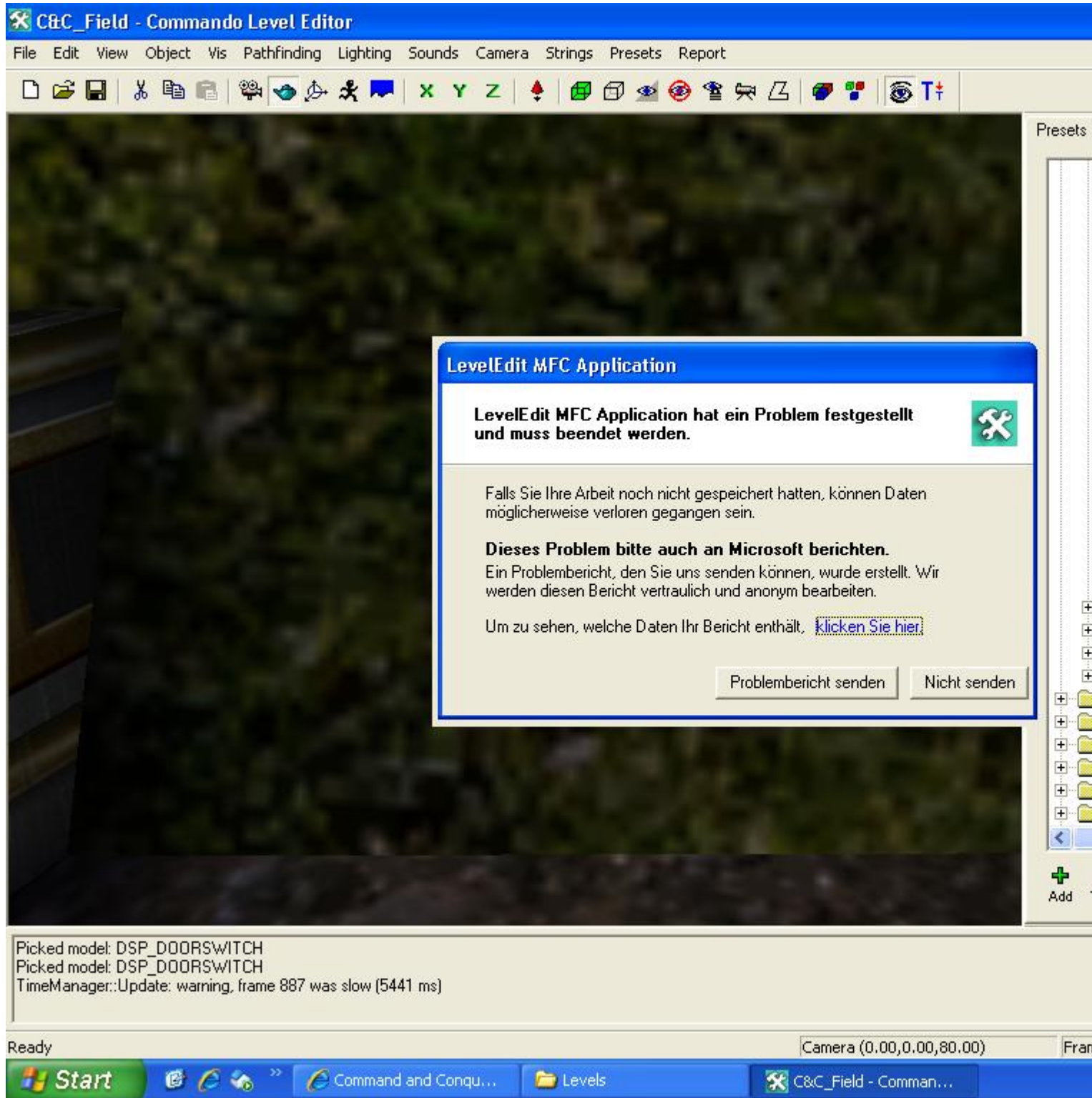
This error is comming:

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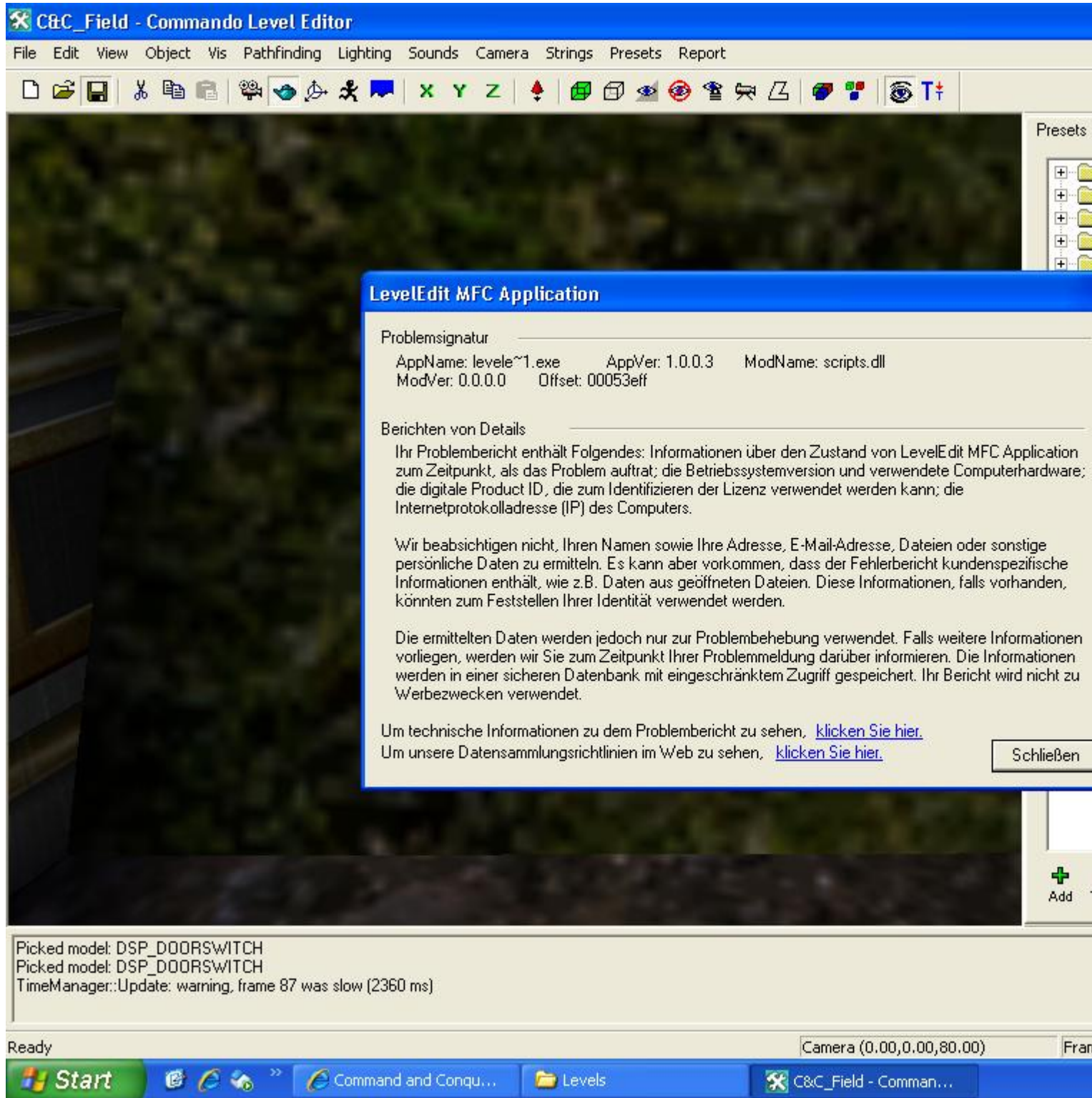
### File Attachments

1) [error.JPG](#), downloaded 427 times

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2) [error1.JPG](#), downloaded 426 times



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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?

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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.

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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 Pproblem is fixed with the old scripts.dll

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