
Subject: scripts.dll 2.1 is out

Posted by [jonwil](#) on Mon, 18 Apr 2005 13:55:58 GMT

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Looking at what that code address points to, I dont see anything in my code that affect that area. Do you get the crashes with 2.0.1?

Is there anything particular about the crashes that makes sense (do they happen on all maps or are there maps where they do and dont happen?)

Also, if you could post the first part of the "Stack dump" from the _except.txt file, that would help me debug this. About 15-20 lines should be enough.
