Subject: Re: Recently installed server side mods seem to cause random crash problems
Posted by danpaul88 on Sun, 02 Apr 2006 23:55:39 GMT

I suspect the people being kicked are those who do not have a recent version of scripts.dll from jonwil. The only solution is to force them to download a new scripts.dll

any scripts using poke require bhs.dll, which is in the more recent scripts.dll packages (and comes with renguard I believe). Those without that will probably crash upon trying to use a poke object.

There are alternate (harder to setup usually) scripts you can use in place of jfw_preset_buy_poke, i believe there is one known as jfw_preset_buy_enter, which *should* work for all players.