Subject: Re: scripts.dll 3.2 is in progress
Posted by Jerad2142 on Fri, 26 Jan 2007 22:56:13 GMT
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Level Edit - yes (DUH! Whats the point of a multi scripts loader if you can't add the scripts)
Client - yes
Host - yes
Win32 FDS = Yes

I asked you to name name one way it could cause the game to crash. You haven't given me a singe scenario that even suggests you have used it!