Subject: Re: scripts.dll 3.1.1 is out
Posted by AoBfrost on Mon, 26 Mar 2007 17:23:11 GMT
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I noticed I cant use scripts.dll 3.0 and above, it makes my game lock up, when you see the map load, it freezes 3/4 of the way yet i can hear gunfire and walk around, but I still see the map loading screen, what could be causing this?