Subject: Re: Needed Improvements/Features in the next scripts.dll
Posted by saberhawk on Wed, 17 Sep 2008 04:50:02 GMT

Poskov wrote on Tue, 16 September 2008 16:09Do you have a method which actively checks objects.ddb?

Dependency Walker shows no problems with my objects.ddb, which I know is untrue because, when I tried single-player with my older objects.ddb, it loaded and worked perfected fine.

That is as active of a objects.ddb check as you are going to get.