Subject: Re: scripts 344 faultyness
Posted by saberhawk on Thu, 08 Jan 2009 21:20:16 GMT
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The crash which you posted is related to being unable to process certain files and doesn't involve scripts 3.4.4-specific features. The answer as to why that's happening is usually "You modded files and broke something." or "Your hardware is failing." Because you've posted about crashes in which you failed to mention that you modified files before, it's obviously the first reason. As for crashes with APB, the likely issue is that they shipped something called "apbshaders.dll" which contains unfinished and usually unstable code.