
Subject: Re: A LE bug with 4.0?
Posted by [roszek](#) on Mon, 09 Jan 2012 19:59:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

StealthEye wrote on Mon, 09 January 2012 11:31 Can you check whether this same map works with scripts.dll prior to 4.0, and if other maps that have silos and refineries work with 4.0?

I found the original .mix that was made pre 4.0 and tested it:

With 4.0 installed I had the same problem with the docking animation.

Reinstalled renegade with only 1037, tested the exact same map and it worked perfectly.

4.0 seems to cause the problem.

Edit:

I found another old map of mine that has silos and refineries.

Tested both maps they worked fine then installed 4.0 and same problem.

The same thing also happens when I play MutationRedux.mix.

@danpaul88, this (I think) is the script I am referring to.

File Attachments

1) [dp88_mt.jpg](#), downloaded 645 times

