Subject: 'All brains, No brawn' mission not working...
Posted by Try_lee on Mon, 05 Jun 2006 23:17:05 GMT
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HI!

I'm having a problem with this mission. For those who can't remember the name of the missions by heart it's the one where you need to escort Mobius out of the Nod research centre.
The problem starts once Mobius climbs into his powersuit, for some reason he just vanishes. A green star still appears where he should be on the radar, and he still makes footsteps, but there's no model.
It's not really a huge problem, especially as he can't be hit by enemy fire anymore, until you come to the end of the level, whereby nothing happens at all.

Subject: Re: 'All brains, No brawn' mission not working...
Posted by Drkpwn3r on Tue, 06 Jun 2006 01:04:05 GMT
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I had that same problem, I used scripts.dll 1.9.3 just to finish the mission.
My suggestion would be to move scripts.dll to another folder, rename scripts2.dll to scripts.dll and then play the mission. Afterward, just do the same steps in reverse.

Subject: Re: 'All brains, No brawn' mission not working...
Posted by havoc9826 on Tue, 06 Jun 2006 01:17:12 GMT
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Yeah, I had this problem too. It's a problem with jonwil's scripts.dll. I brought this to his attention a while earlier, and he apparently hasn't found a fix yet. However, there is a workaround. Rename scripts.dll to scriptsnew.dll or something, then rename scripts2.dll to scripts.dll, and now you can play this misson without Mobius disappearing. After you complete the level, you can rename the files back to what they were before. Alternatively, it seems that if you keep the scripts.dll and scripts2.dll as is, then make a quicksave after Mobius puts on the suit, and immediately reload the quicksave, he reappears. I have a couple of 18-20 MB videos that I made back in March comparing the scripts2.dll intact situation to the scripts2.dll renamed situation.

Oh dangit, seems someone beat me to it while I was uploading the videos. Well, download the first one if you wanna see the invisible footsteps. Download both if you want to see how much of a difference jonwil's scripts.dll makes in load times.