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Subject: Error by JFW\_Character\_Buy\_Poke ??

Posted by [dreamboy5883](#) on Mon, 19 May 2008 12:02:45 GMT

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Hello,

I get a error in the level editor if I the following Script loads: JFW\_Character\_Buy\_Poke. I use new scripts.dll 3.4.4

What can the error lieke with?

With which version from scripts.dll does this go?

Sorry for my englisch please.

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Subject: Re: Error by JFW\_Character\_Buy\_Poke ??

Posted by [Ghostshaw](#) on Mon, 19 May 2008 12:52:56 GMT

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What error is it?

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Subject: Re: Error by JFW\_Character\_Buy\_Poke ??

Posted by [dreamboy5883](#) on Mon, 19 May 2008 13:06:43 GMT

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This error is comming:

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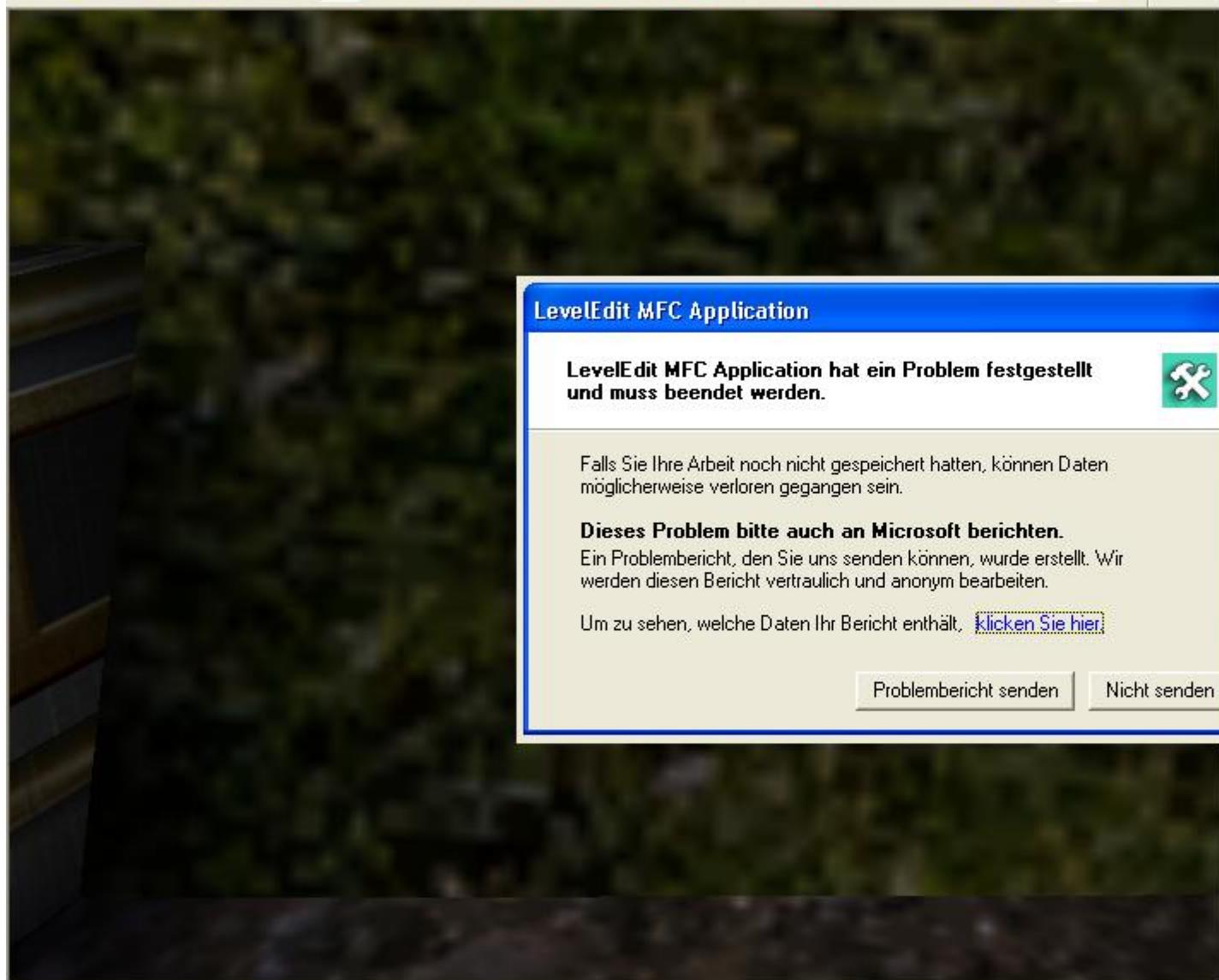
File Attachments

1) [error.JPG](#), downloaded 503 times

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# C&C\_Field - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



Picked model: DSP\_DOORSWITCH  
Picked model: DSP\_DOORSWITCH  
TimeManager::Update: warning, frame 887 was slow (5441 ms)

Ready

Camera (0.00,0.00,80.00)

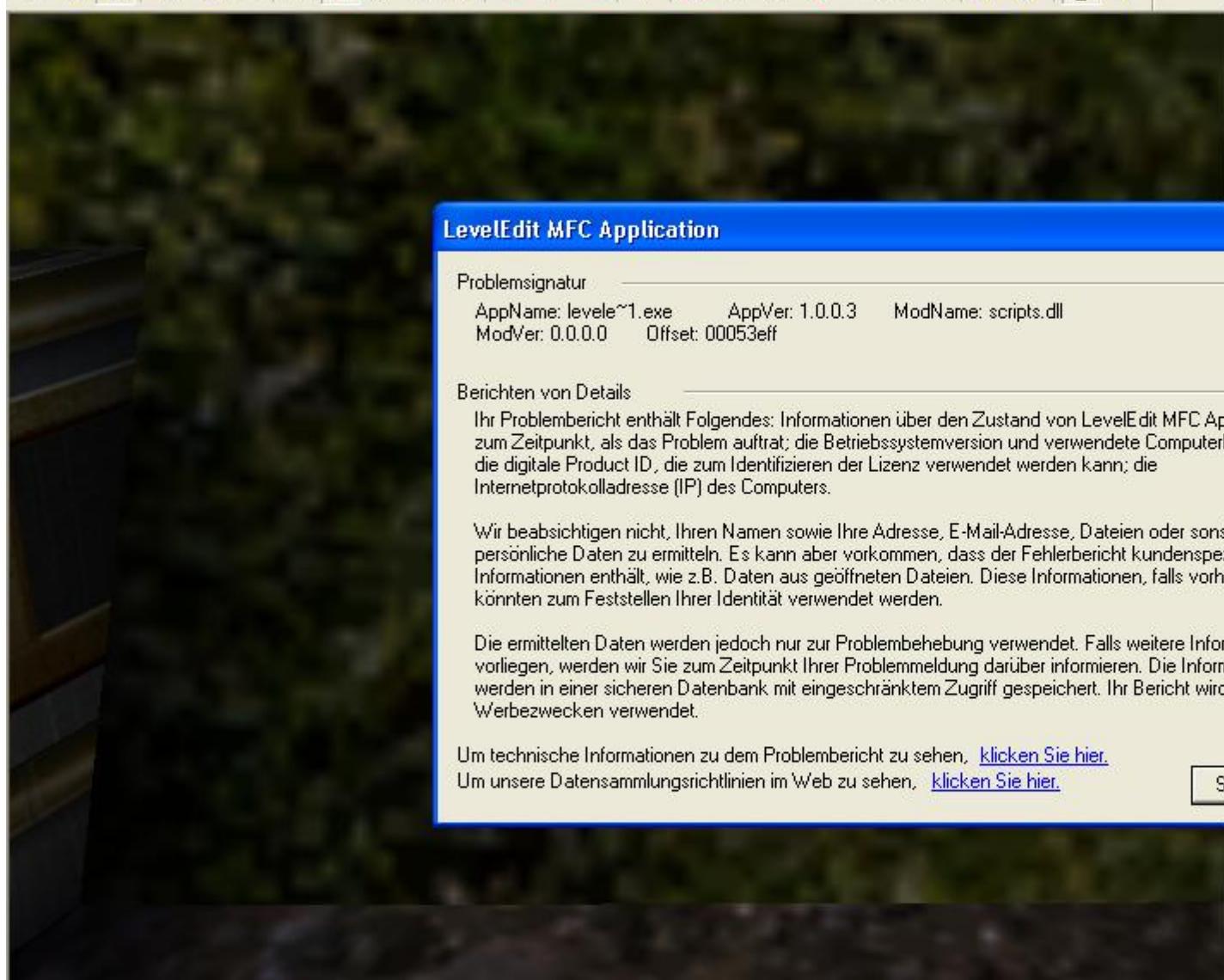
Frame



2) [error1.JPG](#), downloaded 499 times

# C&C\_Field - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report

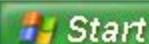


Picked model: DSP\_DOORSWITCH  
Picked model: DSP\_DOORSWITCH  
TimeManager::Update: warning, frame 87 was slow (2360 ms)

Ready

Camera (0.00,0.00,80.00)

Frame



Command and Conquer...



C&C\_Field - Commando...

Subject: Re: Error by JFW\_Character\_Buy\_Poke ??  
Posted by [\\_SSnipe\\_](#) on Mon, 19 May 2008 13:44:33 GMT  
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what are you attaching the script to?

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Subject: Re: Error by JFW\_Character\_Buy\_Poke ??

Posted by [dreamboy5883](#) on Mon, 19 May 2008 16:40:21 GMT

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I insert the Script with the Generic\_Switch.

With an older version from scripts.dll no problems.

Because I build the servers new and my ( festplatte = german) was broken I do not have old scripts.dll any more.

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Subject: Re: Error by JFW\_Character\_Buy\_Poke ??

Posted by [dreamboy5883](#) on Mon, 19 May 2008 17:09:08 GMT

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ok Problem is fixed with the old scripts.dll

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