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Subject: Scripts.dll in CP1 has a ton of bugs, use Jonwill's 1.93

Posted by [mac](#) on Thu, 02 Dec 2004 15:50:17 GMT

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jonwil and v00d00 are investigating this 0bug, and it seems because of the server side renaming of objects.ddb to bjects.ddb and vise versa - if the timing is wrong, clients can get the 0 bug. alot more servers have SSAOW (comes with cp1) installed, this is why you see it happening more often.

fix is coming..

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