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Subject: Engine, mod tools, map etc fixes that BHS may be doing

Posted by [jonwil](#) on Mon, 17 Jan 2005 10:45:33 GMT

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ok, 2 more things that will be in Core Patch 2.

We have fixed Islands and Volcano (the versions included in the client side CP1 were broken because the scripts didnt get applied to the objects correctly which broke SSAOW) and both of those will be in SSCP1.3 as well as client side Core Patch 2 (they dont really affect anyone not using SSAOW since the missing scripts dont do anything essential unless you are using SSAOW so we dont need to update the client-side part of CP1)

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