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Subject: To anyone who has been having scripts.dll 2.1.2 issues

Posted by [jonwil](#) on Sat, 21 May 2005 01:04:12 GMT

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I am aware the error is probably in bhs.dll somewhere.

But, unless people actually use bhs.dll 2.1.2 and play until it crashes so I can get usable debugging information for the crash (as is specified in the instructions at the start of this thread), I won't be able to fix this bug or to do further development on bhs.dll.

All I need is one run through these instructions (if the crash is what I think it is, just one person doing this might be enough to help debug it)

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