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Subject: Re: scripts.dll 2.3 is out

Posted by [=HT=T-Bird](#) on Mon, 30 Jan 2006 02:49:33 GMT

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jonwil wrote on Sun, 29 January 2006 19:19 With respect to SSAOW, you should just wait for SSAOW 1.4.1 which will contain all the fixes in scripts.dll 2.3 (or 2.3.1), I will work with WD to get that out.

Thanks for the crashdump, I will look into it ASAP.

Do you have any information on what you were doing at the time or what might have happened (e.g. did something specific on the server happen when you crashed?)

Is that the only crash you have had so far or did you have more crashes with 2.3? (or did you roll back to 2.2.2?)

What is that xfire thing I see listed in the stack backtrace?

If anyone else has any bug reports (crashdumps etc) for 2.3, please post them here, I plan to release 2.3.1 (with whatever fixes are required) early this week.

xfire thing=xfire in-game bits, etc...i was simply playing in BCServ5

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