Subject: Re: Map bugged?
Posted by Corpgus on Sun, 26 Nov 2006 17:10:37 GMT
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c0vert7 wrote on Sun, 26 November 2006 07:52I really doubt this is right or anything but im thinking corp had something he used a script on. I changed the scripts location because he had it in the "Levels" folder. I made its own folder and added the newest ones cause he only had Script.dll. Mabey it cant read the scripts cause when he added them it was in the levels and now it has its own folder.

This apparently has fixed the issue. I placed the 3 scripts in the general mod folder so that it was still in the mod package but didnt have its own folder and I deleted the fscripts folder.
The Terrain c0vert edited works perfectly but now Im getting the same thing only its about a black_hand_Sniper.wd3 or something like that. And its further down the chart. But its closer to fixing it then I was whe nI made this post