Subject: Re: scripts.dll 3.1.1 is out
Posted by jonwil on Tue, 16 Jan 2007 04:27:29 GMT

Ok just to follow up. I havent been able to track down the cause of this particular single player crash. Did it happen in versions prior to 3.0? Which version was the first version to have this crash?
Also, does it happen if you make a savedgame near the end of mission 1 and then reload that savedgame and finish the mission?
Does it happen if you dont have the cinematics disk in the drive (and therefore the cinematic doesnt play?)

Also, the lens flare issue is being investigated and hopefully will be fixed in scripts.dll 3.1.3.