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Subject: Re: scripts.dll 3.2 is in progress

Posted by [saberhawk](#) on Fri, 26 Jan 2007 21:23:17 GMT

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Jerad Gray wrote on Fri, 26 January 2007 08:08The multi-scripts loader works fine on all four computers that I have tested it on, and if there is an error it tells me which script package caused it.

But you only tested it on 4 computers using the game client amirite? What about the Win32 FDS, LevelEdit, the RH7.3 FDS, and the RH8 FDS?

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