
Subject: Re: Nod Obelisk - Bad Aiming
Posted by [DL60](#) on Thu, 15 Mar 2007 21:24:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

So the "bug" will only appear in LAN-Mode. That's okay.

Now I have some last questions:

In the flying version of this I use the JDW_Base_Defense_VTOL-onlay-Script for my SAM-Sites and the "bug" appears also there with transportheils and so on.

Is it really necessary to pack the current version of scripts to .mix archive for working sam sites? (I think most players have scripts or?)

The interesting thing for me is the following:

If I pack some scripts into an archive will this have a bad effect later when a player uses a newer version of the scripts in his DATA-dir?

Will the "bug" appear on dedicated servers when the .mix archive contains the scripts?
