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Subject: Re: scripts.dll 3.2.3 is out  
Posted by [Yrr](#) on Sat, 02 Jun 2007 18:33:33 GMT  
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Just found another bug.

scriptfactory.cpp -> ScriptFactory::SetNext

```
void ScriptFactory::SetNext(ScriptFactory *link)
{
    if (next)
        link->SetNext(next);
    next = link;
}
```

should be

```
void ScriptFactory::SetNext(ScriptFactory *link)
{
    next = link;
}
```

The same bug is in the original Renegade function.

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