Subject: Re: Mod working on LAN Server but not on FDS?
Posted by reborn on Wed, 26 Aug 2009 20:54:49 GMT
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A LAN game (unless on a dedicated server) uses your client scripts.dll, your own game client scripts file.
The FDS probably uses a different scripts.dll file to your client. If your client scripts.dll works fine then you need to install that version on the FDS (probably 3.4.4 maybe?).