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Subject: Re: scripts.dll 4.0 beta 3 server owners pre release

Posted by [saberhawk](#) on Sun, 11 Dec 2011 20:26:14 GMT

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iRANian wrote on Thu, 08 December 2011 05:26 Loading the game via the -map command has the same issue as Renegade skirmish mode (but not LAN has), after drawing a screen like the purchase screen or the screens for the "J" and "K" buttons, the game takes a few seconds to get you out of that screen during which the game hangs.

That's because it is Skirmish mode, not LAN. I never said it was LAN in the commit messages, so I don't know where that came from.

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