
Subject: Re: Now collecting scripts 4.1 bugs
Posted by [dubstar](#) on Sat, 23 Aug 2014 09:11:11 GMT
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I upgraded to the latest scripts (previous was 4.0 patch 1) and noticed a few bugs (these bugs started to happen from the first release of 4.1)

The first bug I noticed was the music &or sound effects crashing, this caused the sound to play continuously in a loop

Second, Eva would occasionally play random announcements

Third, "Insufficient Funds" pops up occasionally on screen and with the announcement

Finally there is a bug which either attempts to crash my game (hangs for a second) or crashes it. I can explain what happens when it crashes, usually a full game crash would start when there is a lot going on in game (i,e a tank battle, lots of smoke) it would freeze everything on screen (usually around 20-60 seconds) after that the game will return to being controllable but all the textures of the map/infantry and vehicles become corrupt (showing the wrong textures). To restore everything back to default I have to restart the client.

I should have reported these issues a long time ago
4.0 patch 1 works perfect for me compared to the latest and I hope some of these issues can be fixed.