
Subject: Is anyone having Advanced Guard Tower problems?

Posted by [jonwil](#) on Mon, 06 Jun 2005 06:38:05 GMT

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Is anyone using scripts.dll 2.1.2 (not 2.1.0 or 2.1.1 or any other version, only 2.1.2) and having any advanced guard tower issues with it? (i.e. where 2.1.2 is running on the server)

If so, check to see what happens if you use 2.0.1 or earlier (i.e. not 2.1.x), if the problems dont go away, its not the problems I care about.

If the problems DO go away, I need to know about those problems since I am unable to identify any errors either in my tests in the game itself or in my re-examination of the code for the stock westwood AGT scripts, so unless someone shows me problems, I will mark it all "works for me".

Subject: Re: Is anyone having Advanced Guard Tower problems?

Posted by [matty3k10](#) on Sun, 12 Jun 2005 00:54:31 GMT

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I used to run those scripts in the Xphaze server until we had to move to a new server but during that time I didnt see any issues with the AGT or get any reports from anyone saying that it was having issues.

Subject: Re: Is anyone having Advanced Guard Tower problems?

Posted by [Spoony_old](#) on Sun, 12 Jun 2005 11:48:29 GMT

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NoN00bs vs St0rmgaming about a month ago, on Hourglass we killed the AGT and it wouldn't stop firing... dunno if that's what you mean
