
Subject: Scripts messing up objects

Posted by [Gen_Blacky](#) on Sat, 08 Sep 2007 03:17:08 GMT

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Okay so i replaced my scripts.dll with my modified one and now none of my objects.gm settings aren't working like some objects aren't invincible anymore. do i have to make the objects invincible in the scripts.dll ? or is there a way i can fix this ?

Subject: Re: Scripts messing up objects

Posted by [Whitedragon](#) on Sat, 08 Sep 2007 04:21:16 GMT

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Which scripts.dll did you modify? SSGM or regular 3.4.*?

Subject: Re: Scripts messing up objects

Posted by [Gen_Blacky](#) on Sat, 08 Sep 2007 04:32:39 GMT

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ssgm
