
Subject: Re: scripts.dll 3.2.3 is out
Posted by [Yrr](#) on Sun, 27 May 2007 22:07:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

engine_weap.cpp, line 1416
if (o3->Attached.Reference)
should be
if (o3->Owner.Reference)

jmgrp2.cpp, line 14
#include "jmgRP2.h"
should be
#include "jmgrp2.h"
