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Subject: Sript Zones

Posted by [escelade3](#) on Thu, 24 Aug 2006 16:05:56 GMT

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I have the latest versions of the scripts, and jonwil's version of LE. Whenever i make a script zone and attach scripts to it then my LE crashes.

I can't figure out why.

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Subject: Re: Sript Zones

Posted by [IronWarrior](#) on Fri, 25 Aug 2006 00:18:28 GMT

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escelade3 wrote on Thu, 24 August 2006 11:05 I have the latest versions of the scripts, and jonwil's version of LE. Whenever i make a script zone and attach scripts to it then my LE crashes.

I can't figure out why.

Its crashing cause you didnt add the inputs in the script that you attach to the script zone.

So first add the script you to the scripr zone, then add the IMPUTS then ok it.

Understand?

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Subject: Re: Sript Zones

Posted by [Kamuix](#) on Fri, 25 Aug 2006 00:24:38 GMT

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When i first read his question before i thought he meant it crashes right when he tries to go into the list of scripts, rather than hitting OK afterwards.

But yeah you need to fill in all the parameters before hitting ok unless you have an Altered inproved version of LE like one of Jonwils.

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Subject: Re: Sript Zones

Posted by [escelade3](#) on Fri, 25 Aug 2006 00:59:31 GMT

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what do you mmean by inputs?

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Subject: Re: Sript Zones

Posted by [Zion](#) on Fri, 25 Aug 2006 01:03:10 GMT

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The values that are needed for scripts to run correctly, they are needed and vary depending on the script. Look in readme.txt with the scripts.dll zip file.

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Subject: Re: Scipt Zones  
Posted by [escelade3](#) on Fri, 25 Aug 2006 01:31:44 GMT  
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Yea i filled those out correctly

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Subject: Re: Scipt Zones  
Posted by [IronWarrior](#) on Fri, 25 Aug 2006 19:18:13 GMT  
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You must missed one or done one wrong for it still to crash.

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