

Subject: : AmigaOS4

Topic: : FHeroes2 : load/save ?

Re: FHeroes2 : load/save ?

Author: : Lio

Date: : 2009/7/26 23:03:59

URL:

@spotUP

Quote:

spotUP wrote:

@Lio

it works for me. are you using the latest version from os4depot?

i will upload a new version as well soon, there was some probs with it.

I am getting this error message before a total lockup :

```
terminate called after throwing an instance of 'std::out_of_range'
```

```
what(): vector::_M_range_check
```

and that was when cycling my heroes after 1-2h of of playing (and I did not save 😞 )