
Subject: Re: Commands->Clear_Weapons(obj) causes crash?

Posted by [Rev](#) on Wed, 24 Jan 2007 17:52:37 GMT

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Well then I do not know why it would crash.

All i can say is try

```
if (obj) { Commands->Clear_Weapons(obj) }
```

See if it crashes with that. If not then it would not be set right.
