Subject: Detecting when gameplay stops pending
Posted by danpaul88 on Sat, 27 Jan 2007 23:31:57 GMT
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How can I detect when gameplay is no longer pending in the FDS? I have some custom scripts which work fine in LAN mode etc, but in the FDS they crash because they use Get_Shield_Type() on an obj while gameplay is still pending, which seems to cause it to crash.