Subject: Re: Server crash on nuke spawn
Posted by Spyder on Mon, 26 Mar 2007 18:09:57 GMT
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I attached the script JFW_Spawn_Object_Death to CnC_NuclearStrikeBeacon_Placed or
something like it...The ion has a similar object, but that's working fine...When the nuke get's
disarmed the server crashed, though it's the same script, object type and spawn type...