Subject: Re: FDS crash Posted by danpaul88 on Thu, 13 Dec 2007 21:29:16 GMT View Forum Message <> Reply to Message

Your not storing GameObject pointers inside your classes are you? You should only store the GameObject ID, never the pointer to the actual object, then use Find_Object to determine if the object still exists.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums