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Subject: Re: ChemSprayer

Posted by [LR01](#) on Thu, 13 Nov 2008 12:14:45 GMT

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Problem is not that simple I see now, I merged the always.dat and always2.dat from the original regenegade, still crash

Why happens when you shoot your building with a chemsprayer?

I had a prob like that, it was with the pistol, I found a box named EJECT, I needed to delete and export it.

Just redoing the chemsprayer would be necessary I think, then I wonder, where is the it that makes it crash in the chemsprayer, since it only happens when you shoot your own buildings, shooting on the ground is fine

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