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Subject: Re: How to Turn the Ped on after a specific time

Posted by [Jerad2142](#) on Fri, 12 Aug 2011 05:30:30 GMT

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I suggest you read my previous point about making sure you check that the entering object is a star, followed by the rest of my suggestions and points.

Or in further detail, crash is occurring because the beacon enters the zone on create, your script fires and starts a timer with the beacon id, beings you don't check and make sure the weapon string isn't null (and it is going to be as a beacon has no weapon) it attempts to make the comparison and the server dies.