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

Posted by [iRANian](#) on Fri, 12 Aug 2011 05:37:43 GMT

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I replaced the code for the script with nothing and it still happened, even with star zones without scripts on them, but if you use Script_Zone_All with the same script, it works. (I set the timer to 3.0 seconds so it will always crash because you can deploy the beacon). So it is indeed a bug in the fds that causes it to happen.
