
Subject: Re: Client Crash

Posted by [Neijwiert](#) on Fri, 22 Nov 2013 10:20:49 GMT

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Quote:Try doing it with Add_Observer() now as you changed your class to derive from GameObserverClass

That will not suit my needs, that class doesn't support Commands->Start_Timer.

The point is that it still crashes, even when I now have a seperate class that is a valid ScriptImpClass registered at the Scriptfactory.

This indicates that the problem lays elsewhere.
