Subject: Re: Now collecting scripts 4.1 bugs
Posted by dblaney1 on Mon, 28 Jul 2014 05:18:57 GMT

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Whitedragon wrote on Sun, 27 July 2014 19:47It isn't possible to damage objects that are already dead, so that Blamo thing shouldn't be doing anything.

It fixes the issue. The issue generally occurs when are object is killed by a warhead with a burn effect. Ever since I added it to my plugin I haven't had any multiple death issues.