
Subject: Commands->Clear_Weapons(obj) causes crash?

Posted by [danpaul88](#) on Wed, 24 Jan 2007 17:39:58 GMT

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Does anyone know why using Commands->Clear_Weapons causes Renegade to crash? I am trying to use it on infantry units, but for some reason every time the condition for it to occur happens, Renegade crashes. If I comment out the line and recompile it stops crashing...

I assume SSAOW must use this for the butter fingers crate, so I can't understand why it won't work for me...

Subject: Re: Commands->Clear_Weapons(obj) causes crash?

Posted by [Rev](#) on Wed, 24 Jan 2007 17:42:15 GMT

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Are you sure obj is set to a gameobject? Do you have a check to make sure it is?

Subject: Re: Commands->Clear_Weapons(obj) causes crash?

Posted by [danpaul88](#) on Wed, 24 Jan 2007 17:43:37 GMT

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The script is attached to an infantry unit, and I am using the default obj variable which is part of the parameter list for the Custom event so it must be a gameObject...

Subject: Re: Commands->Clear_Weapons(obj) causes crash?

Posted by [Rev](#) on Wed, 24 Jan 2007 17:52:37 GMT

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Well then I do not know why it would crash.

All i can say is try

```
if (obj) { Commands->Clear_Weapons(obj) }
```

See if it crashes with that. If not then it would not be set right.

Subject: Re: Commands->Clear_Weapons(obj) causes crash?

Posted by [danpaul88](#) on Wed, 24 Jan 2007 20:25:14 GMT

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I wonder if the problem is that it does not work in single player LAN mode ? Can anyone confirm this?

I will try your suggestion in the morning, I am fed up of watching renegade crash for today
