
Subject: Re: Detecting when gameplay stops pending
Posted by [danpaul88](#) on Sun, 28 Jan 2007 00:05:50 GMT
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Yeah, thanks, was looking for something with pending in the name

It still does not work if the FDS is set to 1 player (since it assumes that means its NOT pending, but still causes the crash), but on player counts above 1 it works fine
