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Subject: Trans heli problem

Posted by [piotrkol1](#) on Mon, 16 Jul 2007 06:07:03 GMT

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Well hello there its me again having another problem making serverside stuff lol. This time the problem is more in level editor than in game. For my m08 racetrack map serverside, I am trying to make a trans helicopter spawner on the map. I temp Object - Spawner and add it to the list without any problems. But then when I try to make it on the map, level edit crashes...Anyone know how to fix this? I tried using both gdi and nod ones seperately but that still resulted in level edit crashes on make.

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