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Subject: Re: FDS crash

Posted by [Hex](#) on Mon, 17 Dec 2007 12:10:30 GMT

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```
class MDB_SSGM_Beacon : public ScriptImpClass {
void Created(GameObject *obj);
void Destroyed(GameObject *obj);
void Killed(GameObject *obj, GameObject *shooter);
void Damaged(GameObject *obj, GameObject *damager, float damage);
bool IsDisarmed;
GameObject *InvisObjCont;
};
```

Possible cause?

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