## Subject: Re: Server Side Hunt The Player
Posted by wittebolx on Wed, 30 Jan 2008 16:26:26 GMT

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compiling works
running it isnt! FDS keeps crashing when player joins ;(
i just put it back to the Set_Model and all works ok now.
about the weapons spawners, i know how to do it in LE but not in scripts.dll could you explain
where and how?
that would make things easier, because im also adding more maps to HTPM.