
Subject: Re: Server Side Hunt The Player
Posted by [Genesis2001](#) on Thu, 31 Jan 2008 21:58:40 GMT
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wittebolx wrote on Wed, 30 January 2008 09:26compiling 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.

All yours reborn. lol xD

~Zack
