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Subject: Re: Server Side Hunt The Player  
Posted by [reborn](#) on Thu, 31 Jan 2008 22:39:39 GMT  
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Zack wrote on Thu, 31 January 2008 16:58wittebolx 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

We had already spoken on MSN about it. He has achanged allot of the code, his crash is not due to this stock version of it, but rather he was using change\_character. Changing the character destroys the object, removing all scripts that where previously attached.

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