
Subject: Re: Script help.

Posted by [saberhawk](#) on Sat, 14 Mar 2009 16:00:25 GMT

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TehViRuS wrote on Sat, 14 March 2009 11:58 What I am trying to do is create a script that damages all players within a certain distance.

What I am working on is a beacon that does no damage when detonated but damages all players within X distance 2 damage every 2 seconds for 6 runs.

I have done some debugging and this is the section that is causing the problem.

And the problem is *what* exactly?
