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Subject: Re: Script help.

Posted by [Mark72091](#) on Sat, 14 Mar 2009 18:23:26 GMT

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Ok got a little bit more info on this.

For some reason the script works perfectly fine on City Flying

I left the test server up and a few people were playing on City Flying and they placed a beacon and everything went fine. So I joined in and set the next map to field to try again and see what the issue was and as soon as it detonated it crashed.

Now I have been learning C++ and have quite a few other things complete on my own and this is the only thing that I just can't seem to figure out.

I will continue messing with it but if anyone sees the problem any help would be appreciated.

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