
Subject: Re: Update_PT_Data

Posted by [danpaul88](#) on Thu, 12 Aug 2010 23:16:22 GMT

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I would suggest adding a delay before the call to Update_PT_Data using either a delayed custom or a timer to give the engine a chance to sort out changes internally caused by the rest of the code on the next engine tick. Don't know if it will help, but with the W3D engine it's always a good starting point for working out why something isn't working properly
