Subject: Re: How to Turn the Ped on after a specific time
Posted by Jerad2142 on Wed, 10 Aug 2011 20:11:54 GMT
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>>>Updated version in later post<<<

Revised your code a bit Zunnie, hope you don't mind.
Now it supports multiple players, also added in a bit to prevent the FDS from crashing when you remove a weapon that the player is currently holding (you have to switch to another weapon before you remove a weapon that is currently in a players hands). Finally, I also made it give any beacons back to any players standing in the zone on the script's death.