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Subject: Re: How to Turn the Ped on after a specific time

Posted by [iRANian](#) on Thu, 11 Aug 2011 19:56:29 GMT

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Well if the guy can actually start deploying the beacon, it will crash the FDS if you switch his weapon or use your "safely remove weapon" code once the beacon is deployed. ./

I'm looking for a method that can stop the beacon deploy process so I can run this script every 3 seconds.

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