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

Posted by [iRANian](#) on Thu, 11 Aug 2011 21:08:16 GMT

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How amazing it might seem I did test the code, the reason it was crashing is because the FDS apparently crashes when a beacon gets deployed inside a Script\_Zone\_Star, but it doesn't when deployed in a Script\_Zone\_All. :/ Which I just found out.

Knowing this I can use the switch weapon method you recommended every 0.5 seconds. I was looking for another method because of the crash issue with what I have now, not knowing it's because of the scriptzone type I was using.

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