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

Posted by [iRANian](#) on Fri, 12 Aug 2011 05:52:59 GMT

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Yeah, indeed. I couldn't even imagine it crashing the FDS for some reason, which is why I thought why your switching weapons method crashes the FDS when you put the timer higher, which is NOT the case. That weapon selecting idea works really great and I'm using it for my beaconing prevention script for the server-side map fixes pack I'm working on.

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