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Subject: Re: Vehicle bug

Posted by [iRANian](#) on Fri, 09 Mar 2012 21:59:26 GMT

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Xpert wrote on Fri, 09 March 2012 13:41Haha, not bragging, but I don't experience those issues because I edited the code to have the same method as the old ssgm 2.0.2. It will classify Turrets and Guard Towers as buildings and I also put in the fix for the double created event bug when attaching scripts in the level loaded hook.

I wonder if TT will decide to change it like the old way.

Oh that's what the level loaded issues I had were about, thought that was fixed. Could you send me the method to workaround the double created event bug?

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