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Subject: Re: Vehicle bug

Posted by [Xpert](#) on Sun, 11 Mar 2012 00:10:50 GMT

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iRANian wrote on Fri, 09 March 2012 16:59Xpert 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?

Bug me on IRC. You know where to find me. Just hope that I'm not AFK during the times you poke me.

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