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Subject: Re: Server crash

Posted by [iRANian](#) on Mon, 09 Jul 2012 11:39:11 GMT

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It's passing a NULL pointer as first argument to `Select_Weapon()`, the second argument can also have issues with certain code running on a server, you should clone the script and have it select a valid weapon. If you clone the script you can register your clone as "MX0\_MissionStart\_DME", if you do that you can release your fix as an SSGM 4.0 plugin.

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