
Subject: Re: Server crash

Posted by [Troll King](#) on Mon, 09 Jul 2012 11:41:36 GMT

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Quote:It's passing a NULL pointer as first argument to Select_Weapon()

No shit sherlock . But I could release a clone indeed. The point is it worked before but now it doesn't.

Also it doesn't matter what you fill in at weapon_name. You can pass in an empty string or a NULL pointer doesn't crash. only if you pass a NULL pointer in the GameObject variable it starts to whine.
