
Subject: BUG/TYPO M00_Damage_Modifier_DME
Posted by [Troll King](#) on Mon, 09 Jul 2012 17:37:36 GMT
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I have found a bug in M00_Damage_Modifier_DME.
A bot cannot kill an object with this script attached. No matter what you fill in for 'Killable_by_NotStar'
(Unless you send a custom of 9037 with param 0 to disable the script)
This is what it says at ScriptRegistrant:
Damage_multiplier:float, Star_Modifier=1:int, NotStar_Modifier=1:int, Killable_By_Star=1:int, Killable_by_NotStar=1:int

But it searches for this:
this->Killable_ByNotStar = ScriptImpClass::Get_Int_Parameter(this, "Killable_ByNotStar");

Can this be fixed or does there need to be made a clone that works?

EDIT: I know that it says Killable_By_Star=1:int. But it wont set it to standard value, because the name is incorrect before anyone says that.
