Subject: Re: Version Mismatch (Win32 FDS)
Posted by Spyder on Mon, 15 Oct 2012 09:49:56 GMT

It's working now. I had "global" placed in the gameDefinitions section...

However, I still have one problem. I have set the laser rifle's clip ammo to -1 (infinite), yet when I purchase a stealth black hand, its clip ammo is set to 0. Is this caused by the objects file or the server?