
Subject: Re: Singleplayer 4.0 script BUG
Posted by [StealthEye](#) on Sun, 25 Aug 2013 01:47:36 GMT
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I know the cause and will fix this. For now, you can work around it by playing the mission without saves until the point where hotwire is picked up (kill yourself, then "restart mission", and don't save or load until hotwire is safe).
