
Subject: Re: Client Crash

Posted by [danpaul88](#) on Thu, 21 Nov 2013 16:52:39 GMT

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And did you actually attach it as a script? You can't use Add_Observer with a ScriptImpClass, they're not designed for that. Use GameObjObserverClass as your base class if you want to use Add_Observer, as jonwil posted above.
