
Subject: Re: Now collecting scripts 4.1 bugs
Posted by [Ethenal](#) on Wed, 16 Jul 2014 12:00:03 GMT
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I'm assuming he's referring to that feature in 4.1 that causes the game to exit if it detects two objects with the same network IDs... I'm fairly sure the reason it crashes is because, you know, having identical "unique IDs" is like having non-unique primary keys in an SQL database - you won't be able to pick out the offending keys effectively, because selecting by the (supposed to be) unique ID will get you more than one entry.

I presume it crashes so that it forces the map maker to fix the problem.
