Subject: Commands->Clear_Weapons(obj) causes crash?
Posted by danpaul88 on Wed, 24 Jan 2007 17:39:58 GMT

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Does anyone know why using Commands->Clear_Weapons causes Renegade to crash? I am trying to use it on infantry units, but for some reason every time the condition for it to occur happens, Renegade crashes. If I comment out the line and recompile it stops crashing...

I assume SSAOW must use this for the butter fingers crate, so I can't understand why it won't work for me...