
Subject: Re: Base Defense Team Change
Posted by [reborn](#) on Mon, 19 May 2008 09:22:48 GMT
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No, that's just creating an object for the KAK_ script to be attached to.
It's possible that the refresh script is screwing things up.
Try commenting out these lines:

```
/*  
Refresh = Commands->Create_Object("Invisible_Object",Vector3(0.0f,0.0f,0.0f));  
  
    char param[5];  
    sprintf(param,"%d",RandomSpawn);  
    Commands->Attach_Script(Refresh,"KAK_DM_Refresh_Spawn",param);  
*/
```

See what happens.
