Subject: Putting mutant classes into maps
Posted by gibberish on Mon, 07 Jun 2004 20:42:12 GMT
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bighairybearI found that the problem isnt with the mutants, its with the chemsprayer weapon.
When ever the weapon come into contact with a building the game crashes.
I havent made any changes the chemsprayer weapon preset. Does anyone have any ideas?

<WildGuess>
Are you sure the weapon is the exact same one that Nod uses.
For example I believe that there are at least 2 Mini-Gun's (One for Nod and one for GDI), I wonder
if there is more than one chem sprayer.

Note: It might be there is only one mini-gun it just has properties that set which team its on, if this
is the case check the properties of the chem sprayer.
</WildGuess>