Subject: Re: ChemSprayer
Posted by LR01 on Fri, 14 Nov 2008 22:31:25 GMT
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I just found a simple solution,
quite funny how something that looks so complex can be so simple,
I just needed to change the warhead type from chem to bullet,
it works perfect now, still I wonder why it would crash whit the chem warhead, only when you
shoot a building

anyway, thanks for all you effort