Subject: Re: Sound emitters attached via aggregate crashes
Posted by jonwil on Wed, 24 Aug 2011 01:52:42 GMT

View Forum Message <> Reply to Message

I dont think its aggregates that are broken, I think its sound render objects. No idea why they are broken though.

EDIT:
This seems to a bug in scripts 4.0. Will need one of the guys to debug it and see whats wrong.