Subject: Ruins0X chem tank altfire = server crash???
Posted by Slash0x on Wed, 14 Jul 2004 04:50:47 GMT

htmlgodYeah, it is essential that you specify a Default Secondary Ammo for each weapon. Whenever you make a map or mod with altered Presets, before you export it all, you should load each one of your modified presets ('Make'), and watch the dialogue box. It will tell you everything you did wrong, if you know what to look for.
Everything loaded fine. It even stated that the secondary fire was existing (eventhough, usually it self-deletes it when you delete it from the ammos). So basically it was an ammo mixup.