
Subject: 0 Bug happening on the servers...
Posted by [mac](#) on Fri, 03 Dec 2004 08:51:23 GMT
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I think some servers have a objects.ddb that cannot be renamed - either be having a bjects.ddb in there which blocks the renaming, or some other error. I also know of at least one fact where timing is really bad and it is renaming too late, the 0 bugs hits then eventually.

v00d00 and I are working on a solution, getting rid of the renaming altogether, and getting renegade to read the modified presets without causing a version mismatch. Works quite good so far. Will release an updated CP1 Server Side Installer then.

Yeah, I'm doing all I can.. I also plan for the future to combine SSTCTF, SSAOW, CTM and any other server side mods I can into one big mod.. doesn't look too hard!
