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Subject: Crate problem with SSCP1.3

Posted by [EEBKiller](#) on Sun, 06 Feb 2005 13:45:44 GMT

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Hello, i am the administrator of [RG|CP1]CNCHQ.de Renegade Server

I got a problem with the vehicle crate: It warps me back into my Base (except Snow.mix ) but there appears no chinhook. So, i become no vehicle.

The other crates work fine.

System: Debian 3.0 Woody

FDS Version: 1.037 RH8 with SSCP1.3 RH8

Brenbot: 1.41 Linux

Crate config:

[Crates]

Weapon=15

Money=13

Points=13

Vehicle=10

Death=5

Tiberium=5

Ammo=5

Armor=5

Health=5

Character=4

ButterFingers=3

Spy=2

Stealth=6

Refill=3

Beacon=3

God=1

Thief=2

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