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Subject: Re: Scud Storm Mod Released

Posted by [StealthEye](#) on Wed, 06 Sep 2006 07:44:34 GMT

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Ok, it was basically the same problem as the oil derricks had, which made it exceed the turret limit. Should be fixed now.

Note that this (and the one I released yesterday) are debug builds, which should make it easier to find the causes of some crashes which might occur. If anyone can't start them due to missing libraries or something, let me know and I'll build a release build too...

SCUD Storm - Patriots fix

[edit]

Yes, information like that certainly helped me fix it!

[edit2]

fixed the link

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