
Subject: Re: Failed masses?

Posted by [jnz](#) on Mon, 14 May 2007 01:13:02 GMT

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They definetly don't fail when there are enough.

I was in the public vs EKT server. They managed to save the PP, and i was nub APC whoring .

File Attachments

1) [ScreenShot12.png](#), downloaded 603 times

FPS = 16, SFPS = 63, PING = 99, KBPS
Team
Score
13 N... 4902
27 G... 4820
Player
Score
32. r...shambo 40

nadrek1: I need repairs!
sniprg: Affirmative
roshambo: Move out.
sniprg: Affirmative
Host: DarkNXC is loading the map to join the game!
mikeuk74: candy
Host: (n00by): lol 27 13
killadee7: we have alot of tanks, hope this works
Isonide: Attack the base defenses!
FWYoshee: Move out.
FWYoshee: Move out.
Ucarn'tCME: Move out.
FWYoshee: Move out.



==== Build: 0 succeeded, 1 failed, 0 up-to-date, 0 skipped =====

Output

Build failed

Ln 274