
Subject: Server Side Problem

Posted by [Gen_Blacky](#) on Wed, 22 Aug 2007 00:10:21 GMT

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Ok im trying to make it so when u die u get 1000 creds, i decided go to go the easy route and just use a powerup spawn to gain 1000 creds

I used JFW_spawn_object_on_Death attached to the character and then made it spawn CnC_Money_Crate with JFW_Grantmoney_powerup attached to it. It works fine in a pkg or when i host it but it doesn't work server side idk y

Doesn't JFW_spawn_object_on_Death usually Work server side ?

I am making it a objects.gm File, could That be a Reason ?

could ssgm.ini Be the Problem ?

Is There another easy way to do this server side ?

Please Help
