
Subject: Re: single player maps crashing within 10 min of gameplay!

Posted by [Genesis2001](#) on Wed, 14 Nov 2007 20:33:36 GMT

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Sn1per74* wrote on Tue, 13 November 2007 20:50MathK1LL wrote on Mon, 12 November 2007 23:53Not to mention that unedited Mission Maps being run in MP mode would crash the server due to SP scripts/zones/et cetera being on the map.

~MathK1LL

Orly. Are you sure about that? Why would script zones make the serv crash? I never remove the script zones and it works fine.

SP Scripts don't work in MP.. :v I never said the script zones crashed in MP.

EDIT: I think I was wrong in my original quot here ^ 'crash the server' should be 'crash the client' (I think).. :/

~MathK1LL
