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Subject: Re: Mod working on LAN Server but not on FDS?

Posted by [rrutk](#) on Thu, 27 Aug 2009 21:57:05 GMT

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ok, the extras are working now, thx.

but there is still a problem with 2 scriptzones, which work fine on a plain FDS+scripts3.4.4, but not with SSGM/Bot installed.

- one zone is changing the character of the person who enters it into visceroid. with ssgm/bot nothing happens but connection to server will be lost....?!?!?

- another zone is a zone where the players starts in after the map loaded. it triggers something. works fine on plain FDS, make the map chrashing with SSGM/Bot.

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