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

Posted by [rrutk](#) on Fri, 28 Aug 2009 06:37:46 GMT

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The logical question is: what part of serverside software (not FDS) could make a scriptzone not working but crashing the game on entry of the zone???

Zone 1:

- should trigger character purchase (visceroid) on entry. works fine with plain FDS.
- with additional serverside software it doesnt work, but player will losse connection to the game

Zone 2:

- first entry will trigger some events (real mapstart, an explosion and more...)
- works fine with plain FDS
- with additional serverside software it doesnt work, but causes gameplay pending

BIATCH is now DEACTIVATED!

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