
Subject: Vehicle bug

Posted by [TORN](#) on Fri, 09 Mar 2012 17:06:00 GMT

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Since beta 4 my server is showing buildings as vehicles.

I thought maybe I screwed presets up, so I went back to default. Still happening.

[11:58] <MapPack> Terminating game on demand...

[11:58] <MapPack> Loading level C&C_City.mix

[11:58] <MapPack> Host: Teams have been remixed.

[11:58] <MapPack> Level loaded OK

[11:58] <MapPack> Host: [BR] Settings for C&C_City.mix: Time Limit: 0, Mine Limit: 40, Vehicle Limit: 8. Donations are allowed after 5 minutes.

[11:58] <TORN> !ve

[11:58] <MapPack> Current Vehicles:

[11:58] <MapPack> GDI Vehicles: 1 GDI Harvester, 5 Advanced Guard Tower

[11:58] <MapPack> Nod Vehicles: 1 Obelisk, 2 Nod Turret, 1 Nod Harvester

[12:01] <TORN> !gameover NOW

[12:01] <MapPack> GameOver CMD Sent.

[12:01] <MapPack> Terminating game on demand...

[12:01] <MapPack> Loading level c&c_bunkersts.mix

[12:01] <MapPack> Level loaded OK

[12:01] <MapPack> Host: [BR] Settings for c&c_bunkersts.mix: Time Limit: 0, Mine Limit: 40, Vehicle Limit: 8. Donations are allowed after 5 minutes.

[12:02] <TORN> !ve

[12:02] <MapPack> Current Vehicles:

[12:02] <MapPack> GDI Vehicles: 1 GDI Harvester, 2 GDI Guard Tower

[12:02] <MapPack> Nod Vehicles: 2 Nod Turret, 1 Nod Harvester
