
Subject: Re: Now collecting scripts 4.1 bugs
Posted by [Jerad2142](#) on Sun, 13 Jul 2014 15:53:22 GMT
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So, I've got a package which has both modified temps and objects in it, I pushed it up onto my server with the new package system, clients are able to download and join fine.

I have ran into one major issue however, for some reason if I don't go into the old school "svrcfg_cnc" and put "ColonyZ416.pkg" into the "ModName" setting the server doesn't server right?

For example, half the time when a player tries to join they just flat out crash, I tried debugging the player but it seems the code usually explodes somewhere in bandtest.dll.

Other times the player does successfully join, and while the modified PT's show up right, and they appear as the correct spawn character, they can't use pt's or move through any of the teleports. In addition the player doesn't have any of the new weapons on the map.

But if I put the package name into the svrcfg_cnc.cfg file it all works right. The only downside to this is that obviously only that one package can be rotated.
