Subject: Console commnad, busted or removed? Posted by Lance3066 on Sat, 02 Oct 2004 13:57:10 GMT

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EVERY time i type in extras it screws up my game and it crashes down to desktop. This has only happened since i got CP1.

Subject: Console commnad, busted or removed? Posted by mac on Sat, 02 Oct 2004 14:31:49 GMT

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Got a _except.txt? Post it here.

Subject: Console commnad, busted or removed? Posted by glyde51 on Sat, 02 Oct 2004 14:48:02 GMT

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If you type in EX for the extra auto command, in bhs.dll it's EXIT not EXTRAS. Type in EXT that happened to me before.

Subject: Console commnad, busted or removed?
Posted by Lance3066 on Sat, 02 Oct 2004 15:52:33 GMT

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ah, that explains it, soo used to typing ex to get extras... sorry, i jumped to conclusions i guess.

Subject: Console commnad, busted or removed? Posted by glyde51 on Sat, 02 Oct 2004 17:49:41 GMT

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Don't worry I thought this for the first ten days... until I read the thingy...

Subject: Console commnad, busted or removed? Posted by icedog90 on Sat, 02 Oct 2004 17:56:53 GMT

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Since this is sort of on topic, how are people getting extras in CP1 when it's laddered? I can't figure it out, lol.

Subject: Console commnad, busted or removed? Posted by glyde51 on Sat, 02 Oct 2004 18:02:07 GMT

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Well, if you host ur own game you can make it not laddered and the patch still works.. duh

Subject: Console commnad, busted or removed?

Posted by icedog90 on Sat, 02 Oct 2004 18:07:39 GMT

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Uh, no, I'm talking about in the Fanmaps servers. Fanmaps is laddered.

Subject: Console commnad, busted or removed? Posted by glyde51 on Sat, 02 Oct 2004 19:46:47 GMT

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Fanmaps doesn't have extras, they just replaced the people with extras

Subject: Console commnad, busted or removed?

Posted by icedog90 on Sat, 02 Oct 2004 20:53:27 GMT

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Which characters are replaced with the innitiates and Mutants?

Subject: Console commnad, busted or removed? Posted by glyde51 on Sat, 02 Oct 2004 20:57:56 GMT

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