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Subject: zero bug with cp1 server?

Posted by [Oni AngeR](#) on Tue, 30 Nov 2004 15:42:00 GMT

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I was playing in my own server it has br1.40 and cp1 fds (updated) suddenly me and some others got the zero bug :S anyone have id's how ?? and no we dont have installed other skins (at least i didnt)

And just for the record im on renguard (so were the others)

/Anger

[edit] my server is constantly crashing and restarting it won't gameover automaticly either after the first map (<< this should happen with SSAOW no? ) :S im really confused any help?

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Subject: zero bug with cp1 server?

Posted by [t1000n1](#) on Tue, 30 Nov 2004 18:41:02 GMT

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I don't know, I had the zero bug once, and only once, before in an odd occasion before the renquard even came out. And I wasn't (don't) cheat. It also happened to someone else before too in a game i was in. Maybe its just a freakish incident?

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Subject: zero bug with cp1 server?

Posted by [Alkaline](#) on Thu, 02 Dec 2004 03:13:59 GMT

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I have this constantly and it stopped once I stopped using mac custom scripts.dll for brenbot

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Subject: zero bug with cp1 server?

Posted by [mac](#) on Thu, 02 Dec 2004 10:12:47 GMT

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For the server crashing - <http://download.renguard.com/scripts.zip> - replacement dll.

For the 0 bug, investigating. Might be due to the objects.ddb included in SSAOW.

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Subject: zero bug with cp1 server?

Posted by [vloktboky](#) on Fri, 03 Dec 2004 03:06:45 GMT

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If the mod isn't able to rename the objects.ddb file after the map is loaded, your server will bite the big one. I suggest you remove the bjects.ddb file in your data folder that is preventing the real

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objects.ddb from renaming itself.

Just an educated guess.

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Posted by [Creed3020](#) on Sat, 04 Dec 2004 01:38:39 GMT

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Problems I have encountered:

1. Almost all the players in our server are getting the zero bug. It is happening as soon you are in a vehicle and kill a person. Once you have killed something it gives you the zero bug. Pretty sure that is what happens.

2. Also on SOO many maps you can't kill people, probably part of the zero bug, also can't run people over, AGT and OB aren't firing.

3. Some messages are displaying twice

<eoesvr01> Host: alkatek is NOT running RenGuard! alkatek COULD be cheating.

<eoesvr01> Host: alkatek is NOT running RenGuard! alkatek COULD be cheating.

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Subject: zero bug with cp1 server?

Posted by [laeubi](#) on Sat, 04 Dec 2004 09:11:56 GMT

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Yeah I played yesterday on a CP1 Server and it was really annoying that the AGT/OBI was not working on Under

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Subject: zero bug with cp1 server?

Posted by [Creed3020](#) on Sat, 04 Dec 2004 18:19:31 GMT

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Any solutions yet mac???

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Subject: zero bug with cp1 server?

Posted by [mac](#) on Sat, 04 Dec 2004 18:27:55 GMT

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Working on it.

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Subject: zero bug with cp1 server?

Posted by [mac](#) on Sat, 04 Dec 2004 21:07:50 GMT

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Okay, it's done

Released Serverside CP1 1.1

Fixes zero bug on SSAOW, gets rid of renaming objects.ddb -> bjects.ddb (and thus causing zero bug if it fails for some reason), fixes non working C&C Under, and adds a option in SSAOW to disable gamelog.

<http://download.blackhand-studios.org/SS-CP1.1.exe>

(Linux version coming soon)

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Posted by [trunkskgb](#) on Sun, 12 Dec 2004 19:54:09 GMT

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macFor the server crashing - <http://download.renguard.com/scripts.zip> - replacement dll.

For the 0 bug, investigating. Might be due to the objects.ddb included in SSAOW.

I installed CP1 on my server last night and everyone was getting the 0 bug. I took away CP1 due to that.

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