
Subject: br 1.36 RC4 kicking ppl on join / base defence off?

Posted by [\[HLOW\]Tomten](#) on Fri, 03 Dec 2004 08:48:19 GMT

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br 1.36/1.40 is kicking ppl after update for no reason. copy/paste from logs.

Another error was on "under" the OB didnt fire on gdi and the AGT didnt have any "turrets / missiles" on it, base defence didnt work.

Renguard is on and worked 041201 and 041202 it started kicking ppl with renguard enable. After rebooting the br and LFDS it worked again.

Any files to replace so server dont have to be restarted or why do I get this error on the server?

[20:33] Map : C&C_Snow.mix

[20:33] Player [ULF]-WiP3_0uT- joined the game

[20:33] [ULF]-WiP3_0uT- was kicked

[20:33] Player [ULF]-WiP3_0uT- left the game

[20:34] Player [ULF]-WiP3_0uT- joined the game

[20:34] [ULF]-WiP3_0uT- was kicked

[20:34] Player [ULF]-WiP3_0uT- left the game

[20:35] Player [ULF]-WiP3_0uT- joined the game

[20:35] Player [ULF]PuLs3 joined the game

[20:35] [ULF]PuLs3 was kicked

[20:35] Player [ULF]PuLs3 left the game

[20:36] Player [ULF]-WiP3_0uT- left the game

[20:36] Map : C&C_FieldTS.mix

[20:36] Player [ULF]-annihilation joined the game

[20:36] [ULF]-annihilation was kicked

[20:36] Player [ULF]-annihilation left the game

[20:36] Player [ULF]-WiP3_0uT- joined the game

[20:37] [ULF]-WiP3_0uT- was kicked

[20:37] Player [ULF]-WiP3_0uT- left the game

[20:37] Player [ULF]PuLs3 joined the game

[20:37] [ULF]PuLs3 was kicked

[20:37] Player [ULF]PuLs3 left the game

RESTARTING BR/SERVER

[20:39] *** Auto starting game. Type 'quit' to abort ***

After the restart everything is back to normal.

Subject: br 1.36 RC4 kicking ppl on join / base defence off?

Posted by [mac](#) on Fri, 03 Dec 2004 08:53:10 GMT

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I know about the faulty Under.. replace it with a copy from the stock FDS files, or the client.

Dunno about the FDS kicking.. it could be SSAOW kicking for AFK, try disabling that.

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Posted by [\[HLOW\]Tomten](#) on Fri, 03 Dec 2004 09:02:11 GMT

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macI know about the faulty Under.. replace it with a copy from the stock FDS files, or the client.

Just copy under from renegade(win) game data folder and replace it or shall I d/l the "fast load map?"

macDunno about the FDS kicking.. it could be SSAOW kicking for AFK, try disabling that.

AFK kick is already off.

Shall I also replace scripts.dll file?

Is Linux FDS Server Side Patch updated with the "new" under and scripts.dll replaced?

Mirror 1: <http://download.renguard.com/ss-cp1.tar.gz>

Mirror 2: <http://download.blackhand-studios.org/ss-cp1.tar.gz>

Mirror 3: <http://project-1337.com/ss-cp1/ss-cp1.tar.gz>

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Posted by [mac](#) on Fri, 03 Dec 2004 09:58:12 GMT

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No, the scripts are okay for linux. Its just for win32.

Nothing on brenbot that would cause this weird kicking..

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Posted by [Serenity](#) on Fri, 03 Dec 2004 12:57:03 GMT

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This is also doing the same to our server. To me it seems that is it the new Core Patch that was just released from Renguard, because that is when ours started.

Could we have done something wrong in the install?

Thanks.

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Posted by [mac](#) on Fri, 03 Dec 2004 14:38:04 GMT

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There will be a fixed version of SSCP1.. hopefully this weekend.

For now, just download the fixed scripts.dll and replace C&C Under.. no more crashing then.
