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Subject: Weapons drop bug

Posted by [Majiin Vegeta](#) on Mon, 03 Jan 2005 01:59:12 GMT

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if a player dies inbetween doors and they close before a weapon spawns or armor the doors WILL jam shut until that weapon/armor is picked up  
sometimes this cannot be picked up aswell

this is very annoying.. i was stuck in the airstrip today and lost my stank outside which i brought becuase of this bug.. the airstip also died becuase nobody could get in to reapiir it

and it has happened on many ocassions

please make weapon drops despawn after a set time.. if they do already .. shorten it drastically please

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Subject: Weapons drop bug

Posted by [Cat998](#) on Mon, 03 Jan 2005 13:16:11 GMT

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And remove the weapon drop in the elevators on FIELDTS !!

This really suckz, when a players dies in the elevator.

The elevator does not work then and u can forget the game.

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Subject: Weapons drop bug

Posted by [mac](#) on Mon, 03 Jan 2005 15:30:03 GMT

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I did that in SSCP 1.2

The server2.ini has settings that it spawns no dropped weapons for FieldTS

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Subject: Weapons drop bug

Posted by [Cat998](#) on Mon, 03 Jan 2005 17:14:07 GMT

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where can I find this settings ?

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Subject: Weapons drop bug

Posted by [mac](#) on Tue, 04 Jan 2005 09:47:24 GMT

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[C&C\_FieldTS.mix]  
EnableDropWeapons=0

Works only with the SSAOW version included in SSCP1 1.2  
(I called it SSAOW 1.3.2)

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