
Subject: Problems with CorePatch 1.2 on my server
Posted by [\[lwd\]WarZman](#) on Tue, 11 Jan 2005 19:53:00 GMT
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There Is Something Wrong with My server when I Installed CorePatch 1.2
on the first since all will loke fine
But after a while He shutdown something to GSA
I Installed CorePatch 1.2 with NewMaps and SSAOW Support + brenbot

```
Initializing GameSpy Mode
Channel created OK
Loading level C&C_Canyon.mix
Level loaded OK
Terminating game on demand...
Loading level C&C_City.mix
Level loaded OK
```

i got this Time After Time and want that it stops with shutting down gamespy connection or something else

I host another server with
CorePatch1.2 And No new Maps An NO SSAOW and all work fine

who can help me?

Subject: Problems with CorePatch 1.2 on my server
Posted by [Crimson](#) on Tue, 11 Jan 2005 20:22:27 GMT
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The log you posted looks fine, what's the problem?

Subject: Problems with CorePatch 1.2 on my server
Posted by [ghostSWT](#) on Tue, 11 Jan 2005 20:57:11 GMT
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i think that he is worried about "Terminating game on demand..." message. If i'm not mistaken that is caused by the SSAOW and happens everytime the server is restarted, perfectly normal and safe. I do have my own question on this what exactly is the reason that it has to do this?

Subject: Problems with CorePatch 1.2 on my server
Posted by [mac](#) on Tue, 11 Jan 2005 22:01:35 GMT
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It is needed to load the modified objects preset files on the server.. This allows SSAOW's scripts to be executed..

Subject: Problems with CorePatch 1.2 on my server
Posted by [\[lwd\]WarZman](#) on Wed, 12 Jan 2005 07:29:03 GMT
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yeah oke that's all fine but when I gona play in my server
the first map looks fine
but the second map he load you play 5 á 10 min and al players get kicked

(We got 1 map played and this is the second map on 6min of gametime)

```
1 [lwd]WarZman[nl]C-LD
2 [lwd]Mouseman[nl]
Total current bandwidth usage for players is 40 kilobits per second
Shutting down GameSpy Q&R
*** Auto starting game. Type 'quit' to abort ***
Initializing GameSpy Mode
Applying server settings
Channel created OK
```

and give this in RENlog
after the maps is full loaded you can join agian but again after a few min he kickes every one again

I got this only when I installed SSAOW + Brenbot Support
if I uncheck this in CP1 Setup the server works great
but I want to get GameLog ON so We can Use !donate and the other commands who Needed gamelog
whats the problem???

(BTW if i set enableweapondrop = 0 in server2.ini and restart hole shit he still drops weapons)

Subject: Problems with CorePatch 1.2 on my server
Posted by [mac](#) on Wed, 12 Jan 2005 08:22:48 GMT
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Post your server2.ini file

Subject: Problems with CorePatch 1.2 on my server
Posted by [\[lwd\]WarZman](#) on Wed, 12 Jan 2005 09:19:33 GMT
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oke if I get home I post It I'm now On school so

Subject: Problems with CorePatch 1.2 on my server
Posted by [\[lwd\]WarZman](#) on Wed, 12 Jan 2005 14:23:23 GMT
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here you got my server2.ini

```
[General]
FDSLogRoot=ssaow\ssaowlog
ReportBuildingDamage=0
BuildingDamageInterval=30.0
ReportBuildingDeath=1
BuildingDeathRewardPage=1
EnableDropWeapons=0
EnableWeather=0
PlayObCharge=1
ShowPlayerPurchases=1
ShowPlayerKillMessage=1
LogVehicleCreate=1
LogHarvesterDeath=1
LogVehicleDeath=1
PlayVehicleDeathAnimations=0
EnableVehicleDamageAnimations=0
AFKKick=0
AFKWait=600
AFKPageMessage="Warning! You might be kicked for being AFK/Idle if you do not move!"
EnableObGlitchProtect=0
ObGlitchPageMessage="Warning! You might be kicked for glitching the Obelisk!"
EnableB2BProtect=0
B2BPageMessage="Warning! You might be kicked for base to base attacking!"
DestroyPlayerVeh=0
Enable_Gamelog=1
[C&C_Field.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
;DisableList="L1"
;DisableBaseDefenses=0
;DisablePowerPlants=0
;DisableRefineries=0
;DisableSoldierFactories=0
;DisableVehicleFactories=0
;DisableRepairPads=0
;DisableCommCenters=0

[C&C_Under.mix]
WeatherType=Snow
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
```

WeaponStartOther="DefaultOther"

[C&C_LittleHillRumble2.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_CliffsLX.mix]

WeatherType=Snow

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Volcano.mix]

WeatherType=Ash

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Complex.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Sand.mix]

WeatherType=Ash

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Walls.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_City.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Canyon.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Hourglass.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Islands.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Mesa.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Glacier_Flying.mix]

WeatherType=Snow

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Ruins0X.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_BunkersTS.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Tib_Pit_3.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_IslandsEVO.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_FieldTS.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&c_River_RaidTS.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_SeasideCanyon.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_WallsReloaded.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Sunken2.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Metropolis.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Gobi.mix]

WeatherType=Ash

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_GlacierTS.mix]

WeatherType=Snow

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_River_Canyon.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Tobruk.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Hangmans_canyon.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Uphill.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Damm.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Woodland.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_High_Noon_2.1.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_LunarLanding.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Siege.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_MetroTS.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Terrace.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Golf_Course.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Desert_Siege2.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Ruins.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_BasinTS.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Cairo.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Forgotten_Town.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Tropics.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Hangmans_Canyon.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Mars.mix]

WeatherType=Ash

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Big_Walls.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Fortress2k4.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Tib_Forest.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Tiberium_Cave.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Cliffs.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Quick_Draw.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_High_Altitude.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Worty_Classic.mix]

WeatherType=Snow

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Ravine.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Mines.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Pacific.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Mutation.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Gigantomachy.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_MinesTS.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Conquest_Winter.mix]

WeatherType=Snow

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_CountrySide.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Bio.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Plunder_Valley.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Underpass.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_MutationRedux.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Dusk.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_SideWinder.mix]

WeatherType=Snow

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Prision_Camp.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Duel_Arena.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Islands_KOTH.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Mutant_Lab.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[Translated_Preset]

mp_GDI_Barracks="GDI Barracks"

mp_GDI_War_Factory="GDI Weapons Factory"

mp_GDI_Repair_Bay="GDI Repair Facility"

mp_GDI_Refinery="GDI Tiberium Refinery"

mp_GDI_Power_Plant="GDI Power Plant"

mp_GDI_Com_Center="GDI Communications Center"

mp_Nod_Airstrip="Nod Airstrip"

mp_Nod_Repair_Bay="Nod Repair Facility"
mp_Nod_Refinery="Nod Tiberium Refinery"
mp_Nod_Power_Plant="Nod Power Plant"
mp_Nod_Com_Center="Nod Communications Center"
mp_Hand_of_Nod="Hand of Nod"
mp_GDI_Advanced_Guard_Tower="GDI Advanced Guard Tower"
mp_GDI_Helipad="GDI Helipad"
mp_Mutant_Lab="Mutant Lab"
mp_Nod_Obelisk="Obelisk of Light"
mp_Nod_Helipad="Nod Helipad"
Nod_Obelisk="Obelisk of Light"
GDI_Ceiling_Gun_AGT="Advanced Guard Tower"
GDI_AGT="Advanced Guard Tower"
Nod_Turret_MP="Nod Turret"
Nod_Turret_MP_Improved="Nod Turret"
GDI_Guard_Tower="GDI Guard Tower"
CnC_GDI_Engineer_0="GDI Engineer"
CnC_GDI_Engineer_2SF="Hotwire"
CnC_GDI_Grenadier_0="GDI Grenadier"
CnC_GDI_Grenadier_2SF="Patch"
CnC_Ignatio_Mobius="Mobius"
CnC_Ignatio_Mobius_ALT2="Mobius"
CnC_GDI_Minigunner_0="GDI Minigunner"
CnC_GDI_Minigunner_1Off="GDI Officer"
CnC_GDI_Minigunner_2SF="Deadeye"
CnC_GDI_Minigunner_3Boss="Havoc"
CnC_GDI_Minigunner_3Boss_ALT2="Havoc"
CnC_GDI_Minigunner_3Boss_ALT3="Havoc"
CnC_GDI_Minigunner_3Boss_ALT4="Havoc"
CnC_GDI_RocketSoldier_0="GDI Shotgunner"
CnC_GDI_RocketSoldier_1Off="GDI Rocket Soldier"
CnC_GDI_RocketSoldier_2SF="Gunner"
CnC_Sydney_PowerSuit="PIC Sydney"
CnC_Sydney_PowerSuit_ALT2="PIC Sydney"
CnC_Sydney="Sydney"
CnC_Nod_Engineer_0="Nod Engineer"
CnC_Nod_FlameThrower_0="Nod Flamethrower"
CnC_Nod_FlameThrower_1Off="Chemical Warrior"
CnC_Nod_FlameThrower_2SF="Stealth Black Hand"
CnC_Nod_FlameThrower_3Boss="Mendoza"
CnC_Nod_FlameThrower_3Boss_ALT2="Mendoza"
CnC_Nod_Minigunner_0="Nod Minigunner"
CnC_Nod_Minigunner_1Off="Nod Officer"
CnC_Nod_Minigunner_2SF="Black Hand Sniper"
CnC_Nod_Minigunner_3Boss="Sakura"
CnC_Nod_Minigunner_3Boss_ALT2="Sakura"
CnC_Nod_RocketSoldier_0="Nod Shotgunner"
CnC_Nod_RocketSoldier_1Off="Nod Rocket Soldier"

CnC_Nod_RocketSoldier_2SF="Laser Chaingunner"
CnC_Nod_RocketSoldier_3Boss="Raveshaw"
CnC_Nod_RocketSoldier_3Boss_ALT2="Raveshaw"
CnC_Nod_Technician_0="Technician"
CnC_GDI_APC="GDI APC"
CnC_GDI_Humm-vee="GDI Humm-vee"
CnC_GDI_Mammoth_Tank="GDI Mammoth Tank"
CnC_GDI_Medium_Tank="GDI Medium Tank"
CnC_GDI_MRLS="GDI MRLS"
CnC_GDI_Orca="GDI Orca"
CnC_GDI_Transport="GDI Transport Helicopter"
CnC_Civilian_Pickup01_Secret="Pickup Truck"
CnC_Civilian_Sedan01_Secret="Sedan"
CnC_Nod_Apache="Nod Apache"
CnC_Nod_APC="Nod APC"
CnC_Nod_Buggy="Nod Buggy"
CnC_Nod_Flame_Tank="Nod Flame Tank"
CnC_Nod_Light_Tank="Nod Light Tank"
CnC_Nod_Mobile_Artillery="Nod Mobile Artillery"
CnC_Nod_Recon_Bike="Nod Recon Bike"
CnC_Nod_Stealth_Tank="Nod Stealth Tank"
CnC_Nod_Transport="Nod Transport Helicopter"
Nod_Chameleon="Nod Chameleon"
CnC_Nod_Harvester="Nod Harvester"
CnC_GDI_Harvester="GDI Harvester"

[SvSKillMsg]

Total=10

Str1="<killer> pancaked <killed> (<killerpreset> VS <killedpreset>)"
Str2="<killed> was assassinated by <killer> (<killerpreset> VS <killedpreset>)"
Str3="<killer> made mincemeat out of <killed> (<killerpreset> VS <killedpreset>)"
Str4="<killer> slaughtered <killed> (<killerpreset> VS <killedpreset>)"
Str5="<killer> exterminated <killed> (<killerpreset> VS <killedpreset>)"
Str6="<killed> bit the dust thanks to <killer> (<killerpreset> VS <killedpreset>)"
Str7="<killed> was cut down by <killer> (<killerpreset> VS <killedpreset>)"
Str8="<killer> crushed <killed> (<killerpreset> VS <killedpreset>)"
Str9="<killed> is taking the dirt nap thanks to <killer> (<killerpreset> VS <killedpreset>)"
Str10="<killer> beat the shit out of <killed> (<killerpreset> VS <killedpreset>)"

[VvSKillMsg]

Total=5

Str1="<killed> got ran over by <killer> (<killerpreset> VS <killedpreset>)"
Str2="<killer> made a pancake out of <killed> (<killerpreset> VS <killedpreset>)"
Str3="<killed> was hit by <killer> (<killerpreset> VS <killedpreset>)"
Str4="<killer> made <killed> into roadkill (<killerpreset> VS <killedpreset>)"
Str5="<killed> was splattered all over by <killer> (<killerpreset> VS <killedpreset>)"

[DefaultEngL1]

01="CnC_POW_MineTimed_Player_01"

02="POW_Pistol_Player"

03="CnC_POW_MineRemote_02"

[DefaultEngL2]

01="CnC_POW_MineRemote_02"

02="POW_Pistol_Player"

03="CnC_POW_MineTimed_Player_02"

04="CnC_MineProximity_05"

[DefaultOther]

01="CnC_POW_MineTimed_Player_01"

02="POW_Pistol_Player"

[L1]

01="CnC_GDI_MiniGunner_3Boss"

02="CnC_GDI_MiniGunner_3Boss_ALT2"

03="CnC_GDI_MiniGunner_3Boss_ALT3"

04="CnC_GDI_MiniGunner_3Boss_ALT4"

05="CnC_Nod_Minigunner_3Boss"

06="CnC_Nod_MiniGunner_3Boss_ALT2"

07="CnC_GDI_Mammoth_Tank"

Subject: Problems with CorePatch 1.2 on my server

Posted by [mac](#) on Wed, 12 Jan 2005 14:29:36 GMT

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Change this:

ShowPlayerKillMessage=0

LogVehicleCreate=0

LogHarvesterDeath=0

LogVehicleDeath=0

These Settings are known to crash a FDS - the default ini for SSCP1 1.2 has them disabled. I dont know why you changed it. There are big warnings.

EnableDropWeapons=0 needs to be set in every map to work, its not working in [General] anymore

Subject: Problems with CorePatch 1.2 on my server
Posted by [\[lwd\]WarZman](#) on Wed, 12 Jan 2005 15:36:34 GMT
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I set it up like that because there stands Brenbot 1.36 I thought That i HAVE brenbot 1.40
rightnow and so It can't be dangerous

How to set that Drop ????

```
[C&C_Volcano.mix]
WeatherType=Ash
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
EnableDropWeapons=0
```

to every map ????

Subject: Problems with CorePatch 1.2 on my server
Posted by [mac](#) on Thu, 13 Jan 2005 07:34:51 GMT
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yes

This is for FieldTS, because dropped weapons kill elevators, and I had to find a way to disable it
specifically for this map

Subject: Problems with CorePatch 1.2 on my server
Posted by [\[lwd\]WarZman](#) on Thu, 13 Jan 2005 13:31:10 GMT
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THanks for support all works now fine only a little laggyer than before of
but i think that that is over if I set Vehicle death animation on 0
It's look like fun but the movie of iet is tolong
Yesterday I saw someone his car exploding and he was al ready back in base when his vehilce
disapeare
I find that movie a Flop in Ssaow But the rest of the mod is fine

Subject: Problems with CorePatch 1.2 on my server
Posted by [zunnie](#) on Thu, 13 Jan 2005 18:17:36 GMT
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lag=you

Subject: Problems with CorePatch 1.2 on my server
Posted by [\[lwd\]WarZman](#) on Wed, 26 Jan 2005 17:04:00 GMT
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I can see you never played on lwd server than if you got in other servers no lag you are so laggy in lwdserver everyone says it but the tollerant it because they all comes the next day back to lwdserver
