Subject: Crate problem with SSCP1.3
Posted by EEBKiller on Sun, 06 Feb 2005 13:45:44 GMT

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Hello, i am the administrator of [RG|CP1]CNCHQ.de Renegade Server

I got a problem with the vehicle crate: It warps me back into my Base (except Snow.mix   ) but there appears no chinhook. So, i become no vehicle.

The other crates work fine.

System: Debian 3.0 Woody
FDS Version: 1.037 RH8 with SSCP1.3 RH8
Brenbot: 1.41 Linux

Crate config:

[Crates]
Weapon=15
Money=13
Points=13
Vehicle=10
Death=5
Tiberium=5
Ammo=5
Armor=5
Health=5
Character=4
ButterFingers=3
Spy=2
Stealth=6
Refill=3
Beacon=3
God=1
Thief=2

Subject: Crate problem with SSCP1.3
Posted by zunnie on Mon, 07 Feb 2005 01:01:08 GMT

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