
Subject: Sniping Mod Problem

Posted by [trooprm02](#) on Fri, 07 Oct 2005 19:20:31 GMT

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When I use the sniping mod (objects.ddb file version),
the other player in the server tend to get the zero bug

I can still hit them, but when they hit me, it does 0.
No idea why this is happening.

Subject: Re: Sniping Mod Problem

Posted by [reborn](#) on Fri, 07 Oct 2005 19:56:33 GMT

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Ask crimson for server owner status, there is a current topic there that would help you allot.

Subject: Re: Sniping Mod Problem

Posted by [trooprm02](#) on Fri, 07 Oct 2005 20:17:27 GMT

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Reborn wrote on Fri, 07 October 2005 14:56Ask crimson for server owner status, there is a
current topic there that would help you allot.

Sorry, how would server owner status help me?

And I'm guessing to go on noobstories IRC to get in touch?

Oh, and what topic?

Subject: Re: Sniping Mod Problem

Posted by [reborn](#) on Fri, 07 Oct 2005 20:58:07 GMT

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It would help you because there is currently a thread there that has a beta of ssaow 1.4, in the
beta there is options in a simple text file to enable sniper mode, and 500 credit sniper mode. It is
based in an objects.aow file and will solve your 0 bug problem.

However, to view the thread you have to have a server owner permission mask on the forum.
You could probably gain this by sending a polite PM to crimson.

Subject: Re: Sniping Mod Problem

Posted by [trooprm02](#) on Fri, 07 Oct 2005 21:41:58 GMT

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ok this sovles that for my FDS, but what about normal hosting,
"host a game" option? is there a good script to fix it, or a different mod?

Subject: Re: Sniping Mod Problem
Posted by [reborn](#) on Mon, 10 Oct 2005 10:39:34 GMT
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If you are hosting a game by selecting "host a game" option, and putting the objects.ddb file in your client data directory to get the mod working then i'm afraid you are going to be forever plagued with 0 bug.
