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Subject: SSAOW 1.4 Code Typo...

Posted by [theplague](#) on Fri, 27 Jan 2006 00:35:50 GMT

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in crate.cpp:else if ((RandomIntCrate <= (percent+=Crate\_Ammo)) && (Crate\_Tiberium > 0))

shouldn't it be else if ((RandomIntCrate <= (percent+=Crate\_Ammo)) && (Crate\_Ammo > 0))

:S tib crate crashes server cos of this....

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Subject: Re: SSAOW 1.4 Code Typo...

Posted by [Canadacdn](#) on Sat, 28 Jan 2006 03:55:36 GMT

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So that's why I always get an error to do with "Crate percentages"?

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Subject: Re: SSAOW 1.4 Code Typo...

Posted by [theplague](#) on Sat, 28 Jan 2006 22:55:28 GMT

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have no idea, but that is why it crashes the server when you get a Yiberium crate, thats why you hear the tib creature warning and poof... server resets

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