
Subject: Tank Models = No server listings.
Posted by [Orca](#) on Tue, 05 Sep 2006 13:46:47 GMT
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I finally learnt how to make the beta models of Itanks etc replace normal tanks on rene, include online while player in anyones server. The only problem is that is gives me the zero bug like as if i havean object.ddb in my data folder (which i dont) and no servers appear in the list. The onl way i can get them to work is to insert them into my data folder as im playing... is there a way to fix this problem?

Subject: Re: Tank Models = No server listings.
Posted by [LR01](#) on Tue, 05 Sep 2006 15:41:16 GMT
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You get the zero bug by placing a .W3D?

Subject: Re: Tank Models = No server listings.
Posted by [jonwil](#) on Tue, 05 Sep 2006 17:23:22 GMT
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Basicly, when you join the server, certain files on your machine get compared to the same files on the server, if there is a mismatch, you get the zero bug.
This includes objects.ddb as well as the vehicle w3d files.

Subject: Re: Tank Models = No server listings.
Posted by [Orca](#) on Wed, 06 Sep 2006 00:20:08 GMT
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jonwil wrote on Tue, 05 September 2006 12:23Basicly, when you join the server, certain files on your machine get compared to the same files on the server, if there is a mismatch, you get the zero bug.
This includes objects.ddb as well as the vehicle w3d files.

Yea I understand what you mean but some w3d files such as The Reborn GDI soldier w3d doesnt give me a start bug yet this one does. Any reason for that?
