Subject: HELP PLZ>>>>>>
Posted by rpgdude2 on Mon, 13 Aug 2007 00:29:57 GMT
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like i need help with my FDS .... ok so i was maken a SSM (server side mod) in my SSM package in LE ok and it worked fine and now i enabled base kill for players to kill base and went from testing to Crazy aow and it crashs on some one attacking GDI base yet GDI can beat the hell out of nod and it doesnt crash.....

plz help im using..

win32 FDS
ssgm
LuaPlugin.dll
(not supported by my version i dont have beta)
but it works fine just !buy tower is a crash but !buy turret works perfectly.......

and thats about it...
all my SSM does is make cars have 1 less health out of max and when repair it changes to a new car --> mammy healed = stank lol..

Subject: Re: HELP PLZ>>>>>>
Posted by Sn1per74* on Mon, 13 Aug 2007 04:32:51 GMT
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Maybe you made an error in your LUA code.

Subject: Re: HELP PLZ>>>>>>
Posted by rpgdude2 on Mon, 13 Aug 2007 06:33:45 GMT
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nope... never touched it all i did was pool it out of zip   and i read the .lua thing say it was done already

so i didnt screw with lua yet.

edit

i also try loading Renborns Dragonade script for base deffences dont work..... >,<