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Subject: Re: My Problems Continued

Posted by [reborn](#) on Wed, 30 May 2007 09:42:35 GMT

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joe937465 wrote on Wed, 30 May 2007 01:55but ya i know that but like i said about if i make ANY weapon or crate spawn points or turrent spawns and guard towers my server crashes or the file wont load

SSCTF most likely disables or destroys the base defences on map load. You would have to search the source code to find where and if it is doing this. You are most likely adding it correctly, just the servers .dll is removing it when the map loads as it is a defensive structure (well vehicle actually, but meh).

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