Subject: Re: Making a mod work for a server
Posted by nuker7738 on Sat, 28 Feb 2009 06:51:43 GMT
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alright well I got that all down (I was already set up with a bot and SSAOW) and I got my mod applied to my server, but now I have having crashing problems...

Would adding objects to the presets list using the "Add" function cause any problems on a server? It seems to ignore completely all the objects that I add.

Also, my friend (Who helped me set up the server) told me to get SSAOW instead of SSGM because he said it lagged a lot. Is it true that it lags? Would there be any potential problems with having the outdated SSAOW instead of the newer SSGM?

What is the prupose of the "Temp" action? It looks similar to the "Add" function, but which should I use?