Subject: Mod working on LAN Server but not on FDS?
Posted by rrutk on Wed, 26 Aug 2009 20:50:02 GMT

We set up a FDS for the Virtual Westwood Museum Mod.

Unfort. some problems occured.

If I set up the mod through my computer as LAN-Game, all works fine.

If we set it up as FDS, strange things happened.

E.g. parts of the new purchase logic dont work ("Item presently not in stock").

A included scripting zone for character change dont work. Instead of that a strange blue bow of light appeared (like in Glacier_Flying). If I enter the area of the scriptzone, connection to server is lost.

Have no idea. Must be something with serverside scripts...