Subject: Server
Posted by JeepRubi on Mon, 27 Feb 2006 01:20:50 GMT
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Im having problems with my server. I made a custom mission map and made a custom preset tree. I added the .ldd and the objects.ddb to the server data folder and I re named the objects.ddb to object.aow. Whenever me or someone else joins the server renegade crashes. What am I doing wrong!?!?!?

Subject: Re: Server
Posted by Kamuix on Mon, 27 Feb 2006 04:11:58 GMT
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Could be alot of things. Perhaps the map your using. And if you added any presets that will cause it to crash. Alot of M0 maps are really instable and will crash after adding just a few objects to it. I had that problem with M02.

Subject: Re: Server
Posted by JeepRubi on Mon, 27 Feb 2006 13:12:49 GMT
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The only presets i added were soldeirs with modified health weapons and agressiveness, modified vehicles with modifies weapons, and gave them all spawners. The mission is m13, also known as mx0 or "the scorpion hunters".

Subject: Re: Server
Posted by Kamuix on Mon, 27 Feb 2006 15:38:07 GMT
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You can only modify existing presets. If you add any it will cause you for clients to crash for some reason. But i think you can temp them. I'm not sure i've never actually tried it

Subject: Re: Server
Posted by Spetz5 on Mon, 27 Feb 2006 19:51:46 GMT
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Are you using SSAOW Jeep?, if so. try removing it, becuase SSAOW uses an Objects.AOW file, but i belive if you don't have the one SSAOW uses, it would crash. give that a try

Subject: Re: Server

Posted by [Kamuix] on Mon, 27 Feb 2006 20:05:58 GMT

When you have SSAOW installed you can still use the original Objects.dbb and rename it. Actually I think thats the best idea.

I'm almost sure that when you add presets and use it for Serverside it will crash. Temping i dunno.

Subject: Re: Server
Posted by [Spetz5] on Mon, 27 Feb 2006 20:27:06 GMT

I've tryerd temping, that doesnt work eather, anyways it don't matter, he is going to edit existing soldiers and use existing spawners, hopefully that will work.