Subject: Bug involving custom objects and mslistc
Posted by Ani on Sun, 25 Mar 2012 04:00:06 GMT
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There is a bug involving using this in TT:

global:
{
serverPresetsFile = "objects.gm";
};

And using the mslistc function (or !setnextmap) - right after the game ends after using the CMD, or using !gameover NOW - the server crashes.

What does fix this issue is setting up your TT configuration like this:

gameDefinitions:
{
Hourglass:
{
mapName = "C&C_Hourglass";
serverPresetsFile = "objects.aow";
};
Field:
{
mapName = "C&C_Field";
serverPresetsFile = "objects.aow";
};
Canyon:
{
mapName = "C&C_Canyon";
serverPresetsFile = "objects.aow";
};

This is probably an bug and although there is a workaround, this is a crash bug that should be fixed.

I'm sure it can be easily reproduced by anyone.

Subject: Re: Bug involving custom objects and mslistc
Posted by jonwil on Fri, 30 Mar 2012 08:59:39 GMT
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Added to the bug tracker/todo list.

Subject: Re: Bug involving custom objects and mslistc
Posted by jonwil on Mon, 02 Apr 2012 13:32:50 GMT

Should be fixed, I cant reproduce it anymore with the latest scripts changes.