
Subject: FDS Crash?

Posted by [zunnie](#) on Mon, 23 Aug 2004 13:54:29 GMT

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[A51Smokie[NL]]here i got other problem, on an other server of me:

Quote:[16:32] <Area51> 11Player wow my name will be long you know like

longgggggggggggggggggggggggggggg then like i join and like bang bang bang the server goes dead and you all start crying and i laugh at your faces like whahahahahah and bang bang bang the server is dead.... joined the game

[16:32] <Area51> [BR] Removed a player with excessively long name

[16:32] <Area51> 9Initializing GameSpy Mode

[16:32] <Area51> 9Channel created OK

[16:32] <Area51> 9Loading level C&C_mesa.mix

everyone gets kicked and server restarts...

is there cure for that?

There has been a patch for this for over a freaking century, where the hell have you been?

I have uploaded these fixes to the fanmaps website, so i can 'quickly' give it to people i know who have troubles with the server or cant remember the 'original link' to download it:

BHS FDS Patch

Alkaline's Server.dat UDP Fix

Scripts 1.9.1

Vloktboky SSAOW

SQLite Manager (BRenBot.dat editor)

These are the ORIGINAL files including source code and readmes if there were any. Again: Its hard to remember all the links to the official downloadlocations , that is the only reason i uploaded them to fanmaps.net

Until i get permission from the makers of these files to host them on a public base i will not link them directly on the FanMaps website and only use this as a 'quick reference' for friends and to give people a place where they can download it. Rather than having to spend a freaking hour looking for the official downloadpages.

[zunnie]
