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Subject: Problems with CorePatch 1.2 on my server  
Posted by [lwd]WarZman on Wed, 12 Jan 2005 07:29:03 GMT  
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yeah oke that's all fine but when I gona play in my server  
the first map looks fine  
but the second map he load you play 5 á 10 min and al players get kicked

(We got 1 map played and this is the second map on 6min of gametime)

```
1 [lwd]WarZman[nl]C-LD
2 [lwd]Mouseman[nl]
Total current bandwidth usage for players is 40 kilobits per second
Shutting down GameSpy Q&R
*** Auto starting game. Type 'quit' to abort ***
Initializing GameSpy Mode
Applying server settings
Channel created OK
```

and give this in RENlog  
after the maps is full loaded you can join agian but again after a few min he kickes every one  
again

I got this only when I installed SSAOW + Brenbot Support  
if I uncheck this in CP1 Setup the server works great  
but I want to get GameLog ON so We can Use !donate and the other commands who Needed  
gamelog  
whats the problem???

(BTW if i set enableweapondrop = 0 in server2.ini and restart hole shit he still drops weapons)

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