
Subject: Re: FDS crashes

Posted by [=HT=T-Bird](#) on Thu, 22 Sep 2005 11:53:15 GMT

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Darc wrote on Wed, 21 September 2005 20:08It does not, or(a building is destroyed? 2+ minutes into game, so i doubt it), when the game actualy starts, thats when it crashes(few minutes after) and im using the latest SSAoW on renguard.com (SSAoW 1.3.4), WITH and without CP1, without it it dosen't crash

it's not when someone is killed, ive seen the bot send the kill msgs, and i THINK it might be the crates, but im not sure

Check those crates...
