
Subject: SSAOW 1.4 Code Typo...

Posted by [theplague](#) on Fri, 27 Jan 2006 00:35:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

in crate.cpp:else if ((RandomIntCrate <= (percent+=Crate_Ammo)) && (Crate_Tiberium > 0))

shouldn't it be else if ((RandomIntCrate <= (percent+=Crate_Ammo)) && (Crate_Ammo > 0))

:S tib crate crashes server cos of this....
