ok i did what it said but i dont know where this code gose and it has 2 ERRORS

```
Quote:void zbl_Kamikaze_Suit_Crate::Created(GameObject *obj)
{
 Attach_Script_Once(obj, "JFW_Blow_Up_On_Death", "Explosion_IonCannonBeacon");
 float rand = Commands->Get_Random(29,301);
 Team = Get_Object_Type(obj);
 Commands->Start_Timer(obj, this, rand,0);
}
void zbl_Kamikaze_Suit_Crate::Timer_Expired(GameObject *obj, int number)
{
 if (number == 0)
 {
  float rand = Commands->Get_Random(0,100);
  if (rand >= 50.0f)
  {
   // nothing happens
  }
  else {
   Commands->Apply_Damage(obj, 9999.0f, "BlamoKiller", 0);
   Console_Input(StrFormat("msg Crate: Oh no! I guess that experimental kamikaze suit didn't
work too well. I hope that %ls guy didn't get hurt. :(",
Get_Wide_Team_Name(PTTEAM(Team))).c_str());
  }
 }
}

ScriptRegistrant<zbl_Kamikaze_Suit_Crate>
zbl_Kamikaze_Suit_Crate_Registrant("zbl_Kamikaze_Suit_Crate", "");
```

ERROR 1 says duplicate

ERROR 2 says settings on crate are 91 evan tho there 100

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Address C:\Westwood\RenegadeFDS\Server

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BandTest.dll

Renegade Master Server - BZcpjok - svrcfg_cnc.ini

```
Renegade Free Dedicated Server v1.037 BH-838 01/23/2003 - 10:59:26
Console mode active
*** Auto starting game. Type 'quit' to abort ***
Initializing Westwood Online Mode
Got server list
Got server pings
Logging onto USA Server
Logged on OK
Applying server settings
Creating game channel...
Channel created OK
```

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Duplicate CRC in INI file.

INIClass::Load - Duplicate Entry "float rand" in section "Crate

OK

```
Tiberium=4
Ammo=5
Armor=5
Health=5
Character=4
ButterFingers=3
Spy=3
Stealth=3
Refill=4
Beacon=4
Thief=2
Kamikaze=9


void zbl_Kamikaze_Suit_Crate::Created(GameObject *obj)
{
        Attach_Script_Once(obj, "JFW_Blow_Up_On_Death", "Explosio
        float rand = Commands->Get_Random(29,301);
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}
void zbl_Kamikaze_Suit_Crate::Timer_Expired(GameObject *obj, int
{
        if (number == 0)
        {
                float rand = Commands->Get_Random(0,100);
                if (rand >= 50.0f)
                {
                        // nothing happens
                }
                else {
                        Commands->Apply_Damage(obj, 9999.0f, "Bla
                        Console_Input(StrFormat("msg Crate: oh no
                }
        }
}

ScriptRegistrant<zbl_Kamikaze_Suit_Crate> zbl_Kamikaze_Suit_Crate
```

2) 2.JPG, downloaded 719 times

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1.0.0.0

```
Renegade Master Server - BZcpjok - svrcfg_cnc.ini

| Embedded with scripts.dll by RoShamBo         |
| www.dcomproductions.net                        |
|------------------------------------------------|
Loaded plugin: C:\Westwood\RenegadeFDS\Server\LuaPlugins\Luabot V1.0 Public.lua
Loaded plugin: C:\Westwood\RenegadeFDS\Server\LuaPlugins\Extra Commands.lua
Loaded plugin: C:\Westwood\RenegadeFDS\Server\LuaPlugins\Vehicle.lua
Loaded plugin: C:\Westwood\RenegadeFDS\Server\LuaPlugins\luaplugin.lua
Loaded plugin: C:\Westwood\RenegadeFDS\Server\LuaPlugins\weapons.lua
Loaded plugin: C:\Westwood\RenegadeFDS\Server\LuaPlugins\Sounds.lua
Loading level C&C_FieldTS.mix
Host: Teams have been remixed.
Load 100% complete
Level loaded OK
New settings detected and loaded from ssgm.ini!

Total crate percentages equal 91 instead of 100. Using default percentages.

Gameplay in progress
    Map  : C&C_FieldTS.mix
    Time : 0.00.00
    Fps  : 1
    GDI  : 0/16 players        0 points
    NOD  : 0/16 players        0 points
>
```

File Edit Format View Help

```
Tiberium=4
Ammo=5
Armor=5
Health=5
Character=4
ButterFingers=3
Spy=3
Stealth=3
Refill=4
Beacon=4
Thief=2
Kamikaze=9


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        {
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                if (rand >= 50.0f)
                {
                        // nothing happens
                }
                else {
                        Commands->Apply_Damage(obj, 9999.0f, "Bla
                        Console_Input(StrFormat("msg Crate: oh no
                }
        }
}

ScriptRegistrant<zbl_Kamikaze_Suit_Crate> zbl_Kamikaze_Suit_Crate
```