
Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by [ExEric3](#) on Sun, 10 May 2009 08:21:50 GMT

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LGdirk wrote on Thu, 07 May 2009 21:42reborn wrote on Tue, 28 April 2009 13:23Ah right, thanks.

That's pretty weird then, everyone else had no problems at all with it :-/

Zeiss, if you're around still in 4-5 hours from now catch me on msn fm_reborn@hotmail.com, I will try to resolve the problem.

hmm seems i got the same problem. server restart after using the tc cmd. so i install a new clear server and br 1.52. i add only the commander plug-in so it looks like this:

[Plugins]

01=BRenBot.dll

02=commander.dll

no other things added. what can i say? it crash again.

now the weird part. i test some maps and on non-flying maps, the server crash but on walls flying and city flying the commander plug-in works fine.

What version of server.dat are you using? Its not BlackIntel? Because when I use their version under x64 mode it crashing FDS when Im trying join.
