
Subject: SSGM gamemodes crash lfds

Posted by [lion](#) on Sun, 16 Aug 2009 19:20:05 GMT

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Did anyone try to run gamemodes from SSGM 2.0.2 on the LFDS apart from AOW (mode 1)?

I tried it. Sniper and 500 Sniper (mode 3 and 4) are crashing the lfds for me. CTF and Infantry Only (mode 2 and 5) work fine.

It seems to have something to do with the spawn character for Nod. The lfds gives a segmentation error as soon as a player joins on Nod or when the first player joins Nod right away.

To test it, I tried Aow mode and filled in the 500 sniper characters (CnC_Nod_Minigunner_2SF and CnC_GDI_MiniGunner_2SF) as Spawn Characters manually. It gave the same segmentation error when someone joins on Nod. Filling in another character (ie CnC_Nod_FlameThrower_2SF) work fine as nod spawn characters. Purchasing a Nod Black Hand once in game also works fine.

Does someone know how to fix this?

Thanks in advance..
