
Subject: crates....

Posted by [Spoony_old](#) on Mon, 28 Mar 2005 02:14:17 GMT

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so... how do I disable this crap?

Subject: crates....

Posted by [zunnie](#) on Mon, 28 Mar 2005 14:44:56 GMT

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You cant :/

When it was still being tested (long time ago) nobody bothered to test if disabling them worked lol :S

Will be fix0red in a new version "soon".

Subject: crates....

Posted by [reborn](#) on Mon, 28 Mar 2005 16:35:02 GMT

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however if they really are a problem you can look in the server2.ini for now and change all the values to 0 apart from say refill crate, and set that to 100, this way the only crate people can get is the refill crate (or if you wish make money 50 and refill 50, this is the closest to the original as you are gonna get really, well using the server2.ini anyway...) this is only symptom treating, but it will disable all the rest of the crates...

Subject: crates....

Posted by [Spoony_old](#) on Mon, 28 Mar 2005 22:04:12 GMT

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Rebornhowever if they really are a problem you can look in the server2.ini for now and change all the values to 0 apart from say refill crate, and set that to 100, this way the only crate people can get is the refill crate (or if you wish make money 50 and refill 50, this is the closest to the original as you are gonna get really, well using the server2.ini anyway...) this is only symptom treating, but it will disable all the rest of the crates...

I've done that...

Subject: crates....

Posted by [Cred3020](#) on Mon, 28 Mar 2005 23:45:56 GMT

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To Disable crates:

Set the death crate to 100 and the rest to 0. Then they mean nothing but a pain in the ass for the folks that keep thinking they want them.

Subject: crates....

Posted by [Dave Mason](#) on Mon, 28 Mar 2005 23:54:23 GMT

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LOL!!!!

Subject: Re: crates....

Posted by [DarkComet](#) on Wed, 20 Jul 2005 18:50:02 GMT

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hm this bug exists still today?

EnableCrates=0 wont help, crates still there

Subject: Re: crates....

Posted by [danpaul88](#) on Wed, 20 Jul 2005 23:41:58 GMT

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yes, this is still the same version, the new (fixed) one is not released yet.

Subject: Re: crates....

Posted by [DarkComet](#) on Thu, 21 Jul 2005 00:46:27 GMT

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ah thx for the info

Subject: Re: crates....

Posted by [mac](#) on Thu, 21 Jul 2005 09:10:42 GMT

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SSAOW 1.3.4 fixed that. Look for it on www.renguard.com

Subject: Re: crates....

Posted by [DarkComet](#) on Thu, 21 Jul 2005 09:16:50 GMT

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for win32 und we run an linux server, or is it for both?

Subject: Re: crates....

Posted by [mac](#) on Thu, 21 Jul 2005 10:46:00 GMT

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I haven't compiled it for linux, but it should compile out of the box with the provided source code.

Subject: Re: crates....

Posted by [danpaul88](#) on Thu, 21 Jul 2005 11:05:00 GMT

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oh, you fixed it? I really need to keep up with the news more

Subject: Re: crates....

Posted by [Dr. Lithius](#) on Fri, 22 Jul 2005 01:48:52 GMT

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Creed3020 wrote on Mon, 28 March 2005 16:45To Disable crates:

Set the death crate to 100 and the rest to 0. Then they mean nothing but a pain in the ass for the folks that keep thinking they want them.

I love you, Creed. That is the single-most awesome idea I've heard today.
