
Subject: Kicked When Spawner Is Used
Posted by [sycar](#) on Sat, 27 May 2006 22:35:38 GMT
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I host a server with several mods in place, and our next idea was to have a engineer bot that repairs the buildings for you. However when a person joins the game the server automatically kicks them with a renguard qkick warning. But this only happens when the engineer bot is placed. He has no scripts attached to him. Any ideas?

Thanks buffymaniack

Subject: Re: Kicked When Spawner Is Used
Posted by [GrayWolf](#) on Sun, 28 May 2006 04:22:27 GMT
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I didnt even know they could have bots repair buildings

Subject: Re: Kicked When Spawner Is Used
Posted by [Kamuix](#) on Sun, 28 May 2006 05:21:44 GMT
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I'm the best scripiter your going to ever convinve to get off his ass . And i'm a very n00bie one

Subject: Re: Kicked When Spawner Is Used
Posted by [Whitedragon](#) on Sun, 28 May 2006 05:27:51 GMT
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Do you run SSAOW? The current version does not support bots.

Subject: Re: Kicked When Spawner Is Used
Posted by [Kamuix](#) on Sun, 28 May 2006 05:29:27 GMT
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Would that have anything to do with why my server crashes when I edit a bot spawner for it to spawn?! Now that I am running 1.5 I can guess it does

Subject: Re: Kicked When Spawner Is Used
Posted by [sycar](#) on Sun, 28 May 2006 09:52:16 GMT
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ok thanks for your replies. Yea we're running 1.5 so i guess that would explain this.
Any ideas when it may be supported or is that not planned for the near future?

Thanks buffymaniack

Subject: Re: Kicked When Spawner Is Used
Posted by [theplague](#) on Wed, 31 May 2006 00:20:55 GMT
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have you tryed other versions of SSAOW? such as 1.4.1? or do you need a specific script from 1.5?
