
Subject: 0 bug

Posted by [Caveman](#) on Wed, 21 Feb 2007 21:47:36 GMT

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Hello.

I'm just wondering if there was anyway to get 0 bug without failing to load a objects properly? I had someone just come into my server saying hes making kept decreasing and I assumed it was a bad script I have for !teamdonate. Then he said

"[21:36:23] <@Fastc0nn> medevack_jack: none of my guns are taking damage!!!!!!"

Which makes me think he was trying to cheat. I just want to make sure theres no known issues to give you 0 bug.

Subject: Re: 0 bug

Posted by [Carrierll](#) on Wed, 21 Feb 2007 22:04:11 GMT

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All I know is that even harmless adjustments cause it as well, so it's not a sure sign.

Subject: Re: 0 bug

Posted by [Tunaman](#) on Thu, 22 Feb 2007 02:33:46 GMT

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I think that .pkg files in the data directory have a chance of causing it as well.

Subject: Re: 0 bug

Posted by [nopol10](#) on Sun, 25 Feb 2007 09:29:57 GMT

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The Star Wars mod (.pkg) caused me to have it before.

Even funnier, I was creating a map using the C&C_Walls_Flying terrain and stuff and when I went online to play, some extra stuff which I put in my map (.pkg) showed up on the server.
