Subject: RR for FDS

Posted by Sn1per74\* on Thu, 28 Jun 2007 13:09:18 GMT

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It says to uninstall Ressurection just change the ressurection.dll to resurrection.unused. So, I did this for my server because I have a feeling its the reason why my ladders aren't working Anyhoo, when I do change it and try to load up my server, my server doesn't appear in the advanced game listings, anybody know why?

Subject: Re: RR for FDS

Posted by Yrr on Thu, 28 Jun 2007 14:34:53 GMT

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Remove/rename the data/armor.ini.

Which ladder doesn't work?

Subject: Re: RR for FDS

Posted by Sn1per74\* on Thu, 28 Jun 2007 16:11:03 GMT

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The climbing ones and the only possible reason I could think of them not working was RR. I had them working at one point, when i first had my server up, then they just stopped working.

Subject: Re: RR for FDS

Posted by Yrr on Thu, 28 Jun 2007 16:15:41 GMT

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Could you send me the software for that?

How does the ladder work? Scripts? SSGM? BR?

Subject: Re: RR for FDS

Posted by Sn1per74\* on Thu, 28 Jun 2007 16:32:17 GMT

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Umm.. I'm not 100% sure its RR yet. But I'm using NR, SSGM, and when you get on a ladder you just get stuck on it and you can't move up or down.

Subject: Re: RR for FDS

Posted by Yrr on Thu, 28 Jun 2007 19:04:20 GMT

Ah, you mean this type of ladder

Subject: Re: RR for FDS

Posted by Yrr on Thu, 28 Jun 2007 19:34:07 GMT

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The problem will be fixed in next RR release.

Thanks for not reporting it

Subject: Re: RR for FDS

Posted by Sn1per74\* on Thu, 28 Jun 2007 19:58:11 GMT

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So it WAS RR. Wipee! I found the problemo! Also, YRR, when the game is on pause you can still end the game with an endgame beacon. So you might also want to fix that.

Subject: Re: RR for FDS

Posted by Yrr on Thu, 28 Jun 2007 20:02:38 GMT

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I'll add this to ToDo for later releases. I have other things for RR to think about

Subject: Re: RR for FDS

Posted by Sn1per74\* on Thu, 28 Jun 2007 20:49:30 GMT

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Thanks YRR

When's the next release planned for?

Subject: Re: RR for FDS

Posted by Yrr on Thu, 28 Jun 2007 21:13:30 GMT

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soon. In includes some minor fixes and - if I get it working - an own ban file including serial bans.