
Subject: Server side fix for city_flying

Posted by [Jamie or NuneGa](#) on Sat, 09 Aug 2008 17:19:05 GMT

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Could someone make a serverside fix for city_flying that would add barracks spawns?

Subject: Re: Server side fix for city_flying

Posted by [Canadacdn](#) on Sat, 09 Aug 2008 17:45:22 GMT

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Yes, someone could. Why don't you?

Subject: Re: Server side fix for city_flying

Posted by [zunnie](#) on Sat, 09 Aug 2008 18:19:06 GMT

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<http://ren.game-maps.net/index.php?action=file&id=1252> City

<http://ren.game-maps.net/index.php?action=file&id=1253> City Flying

Subject: Re: Server side fix for city_flying

Posted by [Jamie or NuneGa](#) on Sat, 09 Aug 2008 22:15:53 GMT

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Canadacdn wrote on Sat, 09 August 2008 18:45 Yes, someone could. Why don't you?

cos no pro modder

Subject: Re: Server side fix for city_flying

Posted by [Xpert](#) on Sun, 10 Aug 2008 01:25:01 GMT

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zunnie wrote on Sat, 09 August 2008

14:19 <http://ren.game-maps.net/index.php?action=file&id=1252> City

<http://ren.game-maps.net/index.php?action=file&id=1253> City Flying

Didn't know someone made them already. I was gonna upload mine.

Subject: Re: Server side fix for city_flying

Posted by [Jamie or NuneGa](#) on Sun, 10 Aug 2008 12:52:01 GMT

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emmmm Zunnie's city_flying kept crashing gw server when it was tested

well not so much crashing, but crashing the players that tried to join, server was fine on all other maps.

Subject: Re: Server side fix for city_flying

Posted by [zunnie](#) on Sat, 16 Aug 2008 13:54:58 GMT

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Nune wrote on Sun, 10 August 2008 08:52emmmm Zunnie's city_flying kept crashing gw server when it was tested

well not so much crashing, but crashing the players that tried to join, server was fine on all other maps.

I tested it and it works fine.
