Subject: SSGM gamemodes crash lfds
Posted by lion on Sun, 16 Aug 2009 19:20:05 GMT
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Did anyone try to run gamemodes from SSGM 2.0.2 on the LFDS apart from AOW (mode 1)?

I tried it. Sniper and 500 Sniper (mode 3 and 4) are crashing the lfds for me. CTF and Infantry Only (mode 2 and 5) work fine.

It seems to have something to do with the spawn character for Nod. The lfds gives a segmentation error as soon as a player joins on Nod or when the first player joins Nod right away.

To test it, I tried Aow mode and filled in the 500 sniper characters (CnC_Nod_Minigunner_2SF and CnC_GDI_MiniGunner_2SF) as Spawn Characters manually. It gave the same segmentation error when someone joins on Nod. Filling in another character (ie CnC_Nod_FlameThrower_2SF) work fine as nod spawn characters. Purchasing a Nod Black Hand once in game also works fine.

Does someone know how to fix this?

Thanks in advance..

Subject: Re: SSGM gamemodes crash lfds
Posted by lion on Tue, 18 Aug 2009 10:59:37 GMT
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Anyone?

The support for the lfds seems to be outstanding.

Subject: Re: SSGM gamemodes crash lfds
Posted by Goztow on Tue, 18 Aug 2009 11:01:37 GMT
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Very little people use it.

Subject: Re: SSGM gamemodes crash lfds
Posted by lion on Wed, 19 Aug 2009 11:05:59 GMT
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Did anyone try the other gamemodes? Did the creator even test those gamemodes?
Did someone ever try the plugin system?

Subject: Re: SSGM gamemodes crash lfds
Posted by danpaul88 on Wed, 19 Aug 2009 23:51:06 GMT
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I wasn't aware SSGM was ever released for the LFDS? Anyway, you could try compiling the scripts with debugging information and debug it from your IDE of choice to see why it crashes.