Subject: 0 Bug happening on the servers...
Posted by mac on Thu, 02 Dec 2004 10:10:28 GMT

the 0 bug is usually caused by mismatched objects.ddb. The SSAOW mod uses objects.ddb renaming to bind scripts to server side presets.

technically, that's a different objects.ddb on the server, than on the client. that could cause the mismatch.

Since CP1 is using a modified version of SSAOW, it's also using a objects.ddb.

Try removing objects.ddb from the data dir, and try it out. SSAOW won't work as expected anymore, though..

This is the most likley scenario, why this is happening. We are seeing an increase in SSAOW servers now, thanks to CP1.