Subject: How Do I Set Up Lua V3

Posted by cpjok on Tue, 01 Apr 2008 16:20:58 GMT

View Forum Message <> Reply to Message

ok i had my server with it all but my pc got virus so i reformatted it and lost it im makeing it again but lua wont work

SS

File Attachments
1) ss.JPG, downloaded 985 times

Page 1 of 2 ---- Generated from

Command and Conquer: Renegade Official Forums



Renegade Master Server - BZcpjok - svrcfg_cnc.ini

Server Side Game Manager v2.0.2 with Scripts.dll v3.4.1 loaded Created by Black-Cell.net
RenegadeFDS DDE channel initialized
Loading level C&C_Field.mix
Host: Teams have been remixed.
Load 100% complete
Level loaded OK
Running in All Out War mode.
New settings detected and loaded from ssgm.ini!
The Current Map Number is 0
No players

No players

No players

----- Available commands -----admin_message, allow, ban, client_physics_optimization, cmsg, cmsgp
cmsgt, disarm, disarmb, disarmp, donate, edit_vehicle, eject, extras
game_info, gameover, getbw, icon, icon2, id, kick, map, mapch
mapnum, maxplimitd, message, mined, mlimit, mlimitd, mlist, mlistc
mod, musica, musicp, net_update_rate, nomusica, nomusicp, page
pamsg, pinfo, player_info, plimit, plimitd, ppage, quit, quit_slave
pamsg, pinfo, player_info, plimit, plimitd, ppage, quit, quit_slave
radar, restart, rlmon, rlmonoff, screen_uv_bias, set_bw_budget_out
setbw, snd3da, snd3dp, snd3dt, snda, sndp, sndt, song, sversion
team, team2, time, timed, timel, timeld, tmsg, toggle_sorting
tpage, version, vlimit, vlimitd, win
The Version of bhs.dll on this machine is 3.400000
Host: (CloudyServ): Mine limit has been set to 35.

×

Other Places



My Documents







Details



Rocket Buggy gmax scene 273 KB



Scripts.dll



Spy Commands Text Document 5 KB



SSGM_2.0.2_Base_Defence_P...



SSGM 2.0.2 WFDS 3,193 KB

Configuration Settings

Rocket_Buggy

26 KB

server

8 KB

W3DImporter 162 KB



WOLSPYBuild22

