Subject: RG
Posted by SycoSnipe on Sun, 13 Mar 2005 22:03:54 GMT
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some things wont work, due to gameloging, im not sure what that is tho. and !rg wont work or
!forcerg or !rgplayers in IRC nor will !forcetc and that stuff(gameloging)

If any know what the problem is help is appreciated.

Also its a 500 sniper server, and the only serverside mod i could find is ancient.

Subject: RG
Posted by mac on Sun, 13 Mar 2005 23:45:31 GMT
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gamelog is included in the SSAOW version included in SSCP1. BRenBot requires that for a few of
the features like donate, forcetc etc.

Subject: RG
Posted by SycoSnipe on Tue, 15 Mar 2005 07:46:19 GMT
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well i ditched the snipemod (old) and used SSaow in the CorPatch bundle thing i just disabled
everything... accept snipers, it seems to work ok.. but i need gamelogging and such.. which the
old snipe mod didnt have working.
Ive seen a few servers running the same kind of server side mod, which inclused a few unique
features: No tiberium damage, no spawnkill(but a horrible bug), and infinate ammo.

I would like this one, but asside from the server running this doesnt exist, unless any of you would
kindly point me in the direction

Subject: RG
Posted by Cat998 on Tue, 15 Mar 2005 08:06:26 GMT
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I am currently working on a Snipermod based on ssaow 1.33
But I am not sure if I will make it public :rolleyes: