Subject: Need Testmap
Posted by mac on Mon, 31 Oct 2005 09:22:09 GMT
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Hi,

I need a small testmap with just a crate in it, that spawns, say every 15 seconds to find a crash bug in SSAOW.

Can someone make that map, and attach it here?

Thanks

~mac

Subject: Re: Need Testmap
Posted by reborn on Mon, 31 Oct 2005 11:10:54 GMT
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If no one has done it by the time i get home from work tonight then I will edit a map to spawn crates every 15 seconds, infact to make it eaiser i will make only one spawn location for both teams and places the crate spawn near the spawn location...

I assume you want the default crate spawner that SSAOW uses obviously?

Also I don't know if Blazer gave you the other map, but I have another one ready to upload aswell as the one that I gave Blazer. I am also well on the way to getting islands done, infact if I have enough time i might be able to get that finished tonight too.

P.S i will be home around 9.00 - 10.00 P.M G.M.T (10-11 hours from this post).

Subject: Re: Need Testmap
Posted by mac on Mon, 31 Oct 2005 11:27:39 GMT
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Exactly what I need.

Subject: Re: Need Testmap
Posted by Nightma12 on Mon, 31 Oct 2005 12:30:22 GMT
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do u mind if its pkg? (easier, lol)

Subject: Re: Need Testmap
Posted by mac on Mon, 31 Oct 2005 12:36:56 GMT
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Would prefer mix, as I am sure this will work with SSAOW

Subject: Re: Need Testmap
Posted by Nightma12 on Mon, 31 Oct 2005 14:37:37 GMT
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fair enough, ill see what i can put together!

Subject: Re: Need Testmap
Posted by Nightma12 on Mon, 31 Oct 2005 15:09:19 GMT
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www.aohost.co.uk/C&C_Mac_Test.mix

Subject: Re: Need Testmap
Posted by mac on Mon, 31 Oct 2005 15:28:48 GMT
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Thanks, but my renegade client crashes as soon as the map is loaded.. I use scripts 2.1.3

Can you test it please?

Subject: Re: Need Testmap
Posted by Nightma12 on Mon, 31 Oct 2005 17:35:13 GMT
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thats y i wanted to do pkg, lol

i always screw up the mix!

redownload

Subject: Re: Need Testmap
Posted by reborn on Mon, 31 Oct 2005 22:39:00 GMT
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Sent to Mac privetely as people downloading it and putting it in there renegade client data

directory will cause them get booted off rengaurd (as i edited cnc_canyon.mix).

Hope it helps you to find that bug dude