Donation Issue
Posted by That Third Guy.. - 24 Feb 2012 19:44

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Not really sure where to post this but basically, a few days ago I donated for 1 month of skins and private races on WCS. I got the skins, but not the races. Somebody told me to make a post as trying to get into contact with colin1uk via PM wasn't working out.

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Re: Donation Issue
Posted by Gimp - 24 Feb 2012 20:05

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im sure he will see this and shall be fixed 😊

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Re: Donation Issue
Posted by substick - 24 Feb 2012 20:31

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Colin has been busy for a quite a while now so it may take some time for him to get round to doing this but don't worry, you will still get your full time of everything etc 😊
thanks for donating
sorry for the wait. 9

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Re: Donation Issue
Posted by That Third Guy.. - 24 Feb 2012 20:52

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substick wrote:

Colin has been busy for a quite a while now so it may take some time for him to get round to doing this but don't worry, you will still get your full time of everything etc 😊
thanks for donating
sorry for the wait. 9

Haha, yeah I figured. Thanks for responding both of you and it's no problem. Just been playing as normal while I wait :p

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Re: Donation Issue
Posted by M3ntoz - 24 Feb 2012 21:40

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i gave skins but formatted both my pc so no ftp access yet, will try to get it now

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Re: Donation Issue
Posted by M3ntoz - 24 Feb 2012 21:43

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ok, added, should apply soon

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Re: Donation Issue
Posted by That Third Guy.. - 24 Feb 2012 22:45

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M3ntoz wrote:

ok, added, should apply soon

Thank you kind sir :3

Yeah, just waiting on a restart I'm assuming.

EDIT: Restart occurred but still no races. Steam ID is STEAM_0:1:22797584

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Re: Donation Issue
Posted by Nemx - 25 Feb 2012 00:12

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it wasnt a restart it was a crash i think mate.

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Re: Donation Issue
Posted by That Third Guy.. - 25 Feb 2012 00:19

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The server still rebooted so wouldn't the changes still take effect or no?

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Re: Donation Issue
Posted by Chifilly - 25 Feb 2012 00:40

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If it's the same way Garry's Mod works (I assume so, since it's a Source game, but not sure since I've never managed a CS:S server), a crash doesn't work the same as a restart, so it would need to be rebooted, but it normally works on a map change too, so not sure

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