

---

Subject: SSAOW script doesn't work on my Linux Server :( help plz :)

Posted by [EkkoTheGekko](#) on Thu, 07 Oct 2004 20:53:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi

I run a LFDS on a Debian 2.4 server and i wanted to install the SSAOW script. So i followed the instructions that are described at the following post:

<http://www.renegadeforums.com/viewtopic.php?t=8464>

The binary scripts patch seems to work and the wrapper works too.

But for some reason it doesn't load the SSAOW scripts

This is what happens when start the server with this command `./renegade_server --scripts scripts-RH73.so --binary renegade` :

```
Renegade Server Wrapper 0.3 (c) 2003-2004 by Blackhand Studios
```

```
Opening TCP Port 4853
```

```
Using custom scripts-RH73.so
```

```
Started Server with pid 5472
```

```
Renegade Free Dedicated Server v1.037 GU-838 03/01/2003 - 19:00:34
```

```
Console mode active
```

```
Linux Scripts Patch v0.01 enabled Renegade version.
```

```
- Initializing scripts.so patch!
```

```
- Scripts relocation offset: 0x00000000
```

```
- Original built-in script count: 1635
```

```
- Total script count: 2154
```

```
- Linux Scripts Patch succesfully
```

```
*** Auto starting game. Type 'quit' to abort ***
```

```
Initializing LAN Mode
```

```
Applying server settings
```

```
Channel created OK
```

```
Loading level C&C_Islands.mix
```

```
Load 0% complete
```

```
Load 10% complete
```

```
Load 19% complete
```

```
Load 27% complete
```

```
Load 34% complete
```

```
Load 41% complete
```

```
Load 46% complete
```

```
Load 52% complete
```

```
Load 57% complete
```

```
Host: Teams have been swapped.
```

```
Load 100% complete
```

```
Level loaded OK
```

```
Initializing GameSpy Q&R
```

I hope anyone can help me on this one.

---