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Subject: Re: CloudyServ SSAOW Support?  
Posted by [tonyroldm](#) on Tue, 12 Dec 2006 01:47:56 GMT  
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I run SSAOW 1.5 with my servers and no problems with the crates.

The CloudyServ bot has no effect on the SSAOW file.

ssaow.ini file:

ObjectsFile=aow

EnableCrates=1

EnableNewCrates=1 (Will spawn the old gray box crates)

AllowVehCrates=0 (They have to get out of the vehicle to get it)

To enable the player kill/killed messages in the admin channel of IRC with the CloudyServ bot, you must load the Aow.cs script  
/load -rs Aow.cs (put that command in the Perform on connect)

Not sure what you have going there but my servers have been running SSAOW 1.5 since it came out.

I also have the BlackIntel mod running with 1.5

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