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Subject: Both SSAOW, and SSCTF

Posted by [trooprm02](#) on Tue, 02 Jan 2007 04:02:22 GMT

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Hey guys,

i was just curious into setting up a modded CTF server, and it's not going to well. Bacially the problem is that if I use SSCTF, I have to use the slow (old scripts), because it reads from CTF.dat and adds the other sounds etc. Then I started thinking since it came with objects.ddb file too, i could use SSAOW (rename it to objects.aow), use the 2.9.2 scripts, rename the ctf settings ini to ssaow.ini, and rename CTF.dat to server.dat (which i was hopping would work). Then it didnt cuz i forgot CTF.dat was only for the flag placements.

Anyway what im really asking is how would I be able to run a CTF serv without it saying  
Gameplay Pending after evermap cuz the fds is still loading?

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