
Subject: Re: SSAOW & Server Side Mapping
Posted by [Brandon](#) on Wed, 25 Apr 2007 20:58:42 GMT
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I figured out why my server side mod wasn't detected, TSO was on (since it's a beta it causes strange bugs). And I decided again the SSAOW 1.5.1 with botfix because the scripts were as old as the hills. Also, I'll show everyone later on in a new post how to server side map (I might post a tutorial on RenHelp too).
