

---

Subject: Re: More Problems

Posted by [reborn](#) on Wed, 23 May 2007 07:39:09 GMT

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

---

joe937465 wrote on Tue, 22 May 2007 14:49umm what? lol sriry i told u im new but theres only one way for me to learn!

SSAOW is an open source server side project for renegade that is maintained and updated by Whitedragon from [www.black-cell.net](http://www.black-cell.net)

Here is a link to it, and it's source code:

<http://forums.black-cell.net/index.php?topic=6005.0>

To do what I said, you would have to download the source code and add that one line I mentioned, and put it exactly where I showed you. Then you would have to link and compile it. That would then make your new scripts.dll.

The program that I use and many other too for opening the source code is visualstudio.net2003. However everything from now on is done in visualstudio.net2005.

I do not mind doing this for you if you tell me the SSAOW version your server is using. I will uplaod the source and compiled version.

If you are not using any SSAOW version then there is most likely an easy way to do this in level edit. Like adding that same explosion to every character by modifying there preset.

---