Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by reborn on Thu, 21 Jun 2007 07:36:12 GMT

joe937465 wrote on Thu, 21 June 2007 03:27so its the new ssaow right?

You could think of it like that, but you'd be wrong really. It is SSCTF, SSAOW etc etc in one .dll with soft coded options in .ini files to change game modes and other settings.

It allows for allot more community group development. Whether or not this will ever get used I do not know, but the option is there now.

It's pretty awesome in my opinion.

joe937465 wrote on Thu, 21 June 2007 03:36wow all that work i did on my scripts and mods now they make this -_- ffs...........

All the work you did?

TBH the changes you made are minor compared to what some will have to do if they want to port there code.
You will find SSGM familiar to SSAOW 1.5 in most respects. And the code can easily be applied to this. Albeit a few changes will have to be made.