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Subject: AOW Servers: Enjoy  
Posted by [vloktboky](#) on Sun, 30 May 2004 01:10:06 GMT  
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- Ability to report when a building is under attack and when a building is destroyed, including the name of the player who is the damager/killer.
- Character purchase and player kill message outputs.
- Vehicle creation/killed message outputs.
- Vehicle damage and destruction animations.
- Random flowing weather function for all hosted maps.
- Main weapon dropping from fallen soldiers.
- Auto AFK/Idle, Obelisk glitching, and B2B (currently only for C&C\_Islands.mix) kicking, each can be turned on/off.
- Beacon logging.
- Ability to reroute all logging to any root text file, such as renlog2\_date.txt
- Data written to output log files allow server side bots to have even more data to play with.

<http://web.black-cell.net/ssaow.zip>

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Subject: AOW Servers: Enjoy  
Posted by [IRON FART](#) on Sun, 30 May 2004 01:14:34 GMT  
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WOW

Thats very nice... :thumbsup:

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Subject: AOW Servers: Enjoy  
Posted by [YSLMuffins](#) on Sun, 30 May 2004 01:48:04 GMT  
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How does the auto-obelisk glitching kick work?

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Subject: AOW Servers: Enjoy  
Posted by [Sir Kane](#) on Sun, 30 May 2004 09:51:59 GMT  
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I made update functions to get the player name a while ago:

```
wchar_t *GetName(unsigned long ptr_) {  
    __asm {  
        mov edx, [ptr_]   
        mov eax, dword ptr[edx + 758h]  
    };  
}
```

```
char *Read16BitString(wchar_t *str) {
    char *result = (char *)malloc(wcslen(str) + 1);
    sprintf(result, "%S", str);
    return result;
}
```

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Subject: AOW Servers: Enjoy  
Posted by [Deactivated](#) on Sun, 30 May 2004 09:56:31 GMT  
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Beacon spamming kick: Kicks the player if he/she places beacons in a 15 second interval or less.

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Subject: AOW Servers: Enjoy  
Posted by [Sir Kane](#) on Sun, 30 May 2004 10:34:41 GMT  
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2 things:  
[list][\*]The code doesn't compile in VC7.1 environment  
[\*]Where's my credit?  
[/list:u]

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Subject: AOW Servers: Enjoy  
Posted by [flyingfox](#) on Sun, 30 May 2004 13:34:23 GMT  
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The readme was a bit unclear.. do you move all the files from the unzipped source code folder into the server folder or move the source code folder into the server folder?

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Subject: AOW Servers: Enjoy  
Posted by [Sir Kane](#) on Sun, 30 May 2004 13:43:52 GMT  
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You copy server2.ini, scripts.dll and scripts2.dll into <server folder>\ and objects.ddb (it's in \data) to <server folder>\data\.

Then you can configure it by editing server2.ini.

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Subject: AOW Servers: Enjoy  
Posted by [cowmisfit](#) on Sun, 30 May 2004 13:47:36 GMT

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So it tells people when other people buy vehicals and characters?? Thats not cool at all, the purpose is for people to come flying around the corner thinking HAHA IM GONNA OWN THEM but they run into 8 med tanks

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Subject: AOW Servers: Enjoy  
Posted by [flyingfox](#) on Sun, 30 May 2004 14:22:03 GMT  
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Awesome, thanks. I thought you needed all the source code too. And I almost forgot to thank you both.

Cowmisfit, the reports would go to the FDS/IRC not anyone in the game.

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Subject: AOW Servers: Enjoy  
Posted by [iluvatar](#) on Sun, 30 May 2004 14:56:11 GMT  
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nice mod

EDIT: nvm what i wrote delete it plz

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