
Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support

Posted by [vloktboky](#) on Wed, 18 Aug 2004 01:20:31 GMT

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Yes, it's here, and it's ported on the current, up-to-date Scripts.dll release. (Version 1.9.1) This also means that it supports bhs.dll, so all those added features, as well as special ones inside the mod itself, are present in this release.

Updates in Version 1.3:

- BugFix: A bug where weapons would not drop if kill messages were disabled has been resolved.

- Change: DisableBaseDefenses has been moved to the map specific section of server2.ini.

- New: DisablePowerPlants, DisableRefineries, DisableSoldierFactories, DisableVehicleFactories, DisableRepairPads, and DisableCommCenters has been added. See the map specific section of server2.ini for details.

- Change: The player who laid a deployed beacon will now be announced with the beacon's deployment message.

- New: Token friendly items have been added to the output log code. The key used is shown below:

[list]

- _DEBUG - Debug messages
- _GENERAL - General information messages
- _BUILDING - Building Event
- _ALERT - Kicked Event
- _PURCHASE - Purchase Event
- _KILL = Kill Event
- _BEACON = Beacon Event

[/list:u]

- New: BHS.dll support has been added. The following features have been added, and can be acquired by players who have the Scripts.dll Version 1.9.1 library or higher installed:

[list]

- * Buildings now report when they are fully repaired.
- * Buildings now report when their destruction is imminent.
- * Turrets now report when they are under attack.
- * The Harvesters now report when they are under attack.
- * The Obelisk charge up sound can now be heard.
- * The Cargo Plane's engines can now be heard.
- * EVA reports when a vehicle was destroyed if you are near the vehicle.
- * Players now scream when they are killed. (Female characters have a female scream)
- * Spawn and Weapon sound effects have been added for when a player spawns or when a dropped weapon is created.
- * Fog is now apart of the random weather feature. The fog will not disrupt your field of vision.

[/list:u]

- New: A DDE channel has been added to allow for external applications to send console input to the FDS directly. To send a command, use Poke. Service = "RenegadFDS", Topic = "FDSCommand", Item = "Command". An example of this, in mIRC, would be to type the command: "/dde RenegadFDS FDSCommand Command msg test" => "> Host: test".

- New: Code has been added to prevent users from killing Purchase Terminals and the Cargo Plane.

Get it here

\$10 says the "CNC Reborn : Help Needed" topic will shove this topic in the corner.

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by [Spice](#) on Wed, 18 Aug 2004 04:32:03 GMT
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This is nice I like all the new "alerts". Especially the one where you deploy a beacon and get credit for it

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by [Polleke](#) on Thu, 19 Aug 2004 10:42:04 GMT
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Hey,

I've been working today to get SSAOW working on my RH8 FDS. I'm using the Server Wrapper 0.3 together with scripts.so 1.9.1 and the bhs8.so. The new commands from bhs work fine.

But with AOW I'm not sure. I see the scripts being loaded:

Linux Scripts Patch v0.01 enabled Renegade version.

- Initializing scripts.so patch!
- Scripts relocation offset: 0x00000000
- Original built-in script count: 1635
- Total script count: 2155
- Linux Scripts Patch succesfully

If I now put the objects.dbb in my data directory I get version mismatched with clients. If I put the file in my clients data dir too the game loads but I don't see any of the ssaow effects. There is no new log file being loaded.

I've also tried to use the scripts-rh8.so file from the Source Code zip file. Seems to be different, but the effect is the same.

What am I missing?

Kind regards,
Polleke

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by [vloktboky](#) on Thu, 19 Aug 2004 12:44:07 GMT

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Mac said he would port the mod over to linux. I'd say wait for him.

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by [mac](#) on Thu, 19 Aug 2004 12:53:50 GMT

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I'm done with the port. Will release it soon, as soon as I get it tested.

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by [Pendulum](#) on Thu, 19 Aug 2004 12:55:06 GMT

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great, more sounds for me to replace

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by [Polleke](#) on Thu, 19 Aug 2004 18:26:27 GMT

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Ok thanks, looking forward to it. But it will be too late for our LAN party

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by [Alkaline](#) on Mon, 23 Aug 2004 16:33:36 GMT

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Doesn't work properly with deatmatch maps, soliders will spawn with only a rifle, no pistol or c4, similiary hotwires/engies only have main weapon no c4/mines or remotes.

hate this glitch... ssaow 1.0 didn't have this problem for maps it didn't detect it didn't enforce a dissabled weapons list, but in this version if maps aren't detected the dissabled weapons list is enforced...

should be the otherway around, unless you specify a dissabled list all default weapons are enabled, seems kind of crazy to have all weapons dissabled untill they are enabled in server2.ini

oh well just my .02

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by [vloktboky](#) on Mon, 23 Aug 2004 17:52:17 GMT
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This mod was not built with fan maps in mind.

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by [Renx](#) on Mon, 23 Aug 2004 19:09:40 GMT
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Did you look into the gunner reload sound bug?

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by [Alkaline](#) on Tue, 24 Aug 2004 16:19:07 GMT
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my servers have been randomly crashing a lot with this script. I'm thinking I'm gonna go back to the original version

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by [Jae](#) on Sat, 07 May 2005 05:59:45 GMT
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noticed that DDE server is not working for me..

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by [Nightma12](#) on Sat, 07 May 2005 08:42:36 GMT
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for fucks sake....

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by [PhrozenUnit](#) on Sat, 07 May 2005 20:51:50 GMT
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The DDE server DOES work
