Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by vloktboky on Wed, 18 Aug 2004 01:24:12 GMT

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Yes, it's here, and it's ported on the current, up-to-date Scripts.dll release. (Vesion 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 DisableCommCeneters 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 Verison 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

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by Beanyhead on Wed, 18 Aug 2004 02:06:14 GMT
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OMG W0000000000000000000000000000T!!!!!!!!!111111111111

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by xptek on Wed, 18 Aug 2004 02:06:49 GMT
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Great job!

"Scamp got a flying infantry crate!"

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by vloktboky on Wed, 18 Aug 2004 03:58:18 GMT
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Like I honestly give a fuck about your opinion, Xptek.

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by xptek on Wed, 18 Aug 2004 04:02:14 GMT
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umm....

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by Xtrm2Matt on Wed, 18 Aug 2004 07:26:20 GMT
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Shall be adding both of these to my server now.

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by Alkaline on Wed, 18 Aug 2004 12:52:01 GMT
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very nice... to bad my renegade days are numbered

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by flyingfox on Wed, 18 Aug 2004 13:40:06 GMT
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Good work vlok. The obelisk charge up is especially useful, and to a lesser extent the harvester report. :yell:

Will there be a fix for the pistol (and other weapons carried upon spawn on, say, mods) to stop it having to reload every spawn?

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by Beanyhead on Thu, 19 Aug 2004 05:42:28 GMT
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Alkalinevery nice... to bad my renegade days are numbered

 :rolleyes:

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by Alkaline on Sat, 21 Aug 2004 08:37:17 GMT
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Huge problem with a lot of deathmatch maps:
does not detect:
prsion_camp, islands_koth, haunted2, duel_arena e.t.c

the problem is that since these maps are not defined the scripts imposes the "empty" weapon placement. E.g hotwires spawn only with a pistol, soldiers spawn with no c4 or pistol just a rifle.

this is very awkward
also C&C_Big_walls.mix isn't detected and has the same problem as the other maps... Maybe set the default for non detected maps to have the regular renegade weaponsetup.

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by npsmith82 on Sat, 21 Aug 2004 15:19:33 GMT
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Impressive, can we have a list of servers that will be running this?

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by {DG}Stryder on Sat, 21 Aug 2004 15:56:42 GMT
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Ty, you lying <censored>

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by Javaxcx on Sat, 21 Aug 2004 20:58:04 GMT
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Hey vloktboky, would it be possible to set up certain commands that allow authorized people to do things like "kill [Player ID]" and have the actual player die?

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by DarkDemin on Sat, 21 Aug 2004 21:53:44 GMT
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Guys I am pretty sure that isn't Ty.

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by quikboy6 on Sun, 22 Aug 2004 02:14:08 GMT
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JavaxcxHey vloktboky, would it be possible to set up certain commands that allow authorized people to do things like "kill [Player ID]" and have the actual player die?

It's possible. We have had that command on BC for awhile now.

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by Javaxcx on Sun, 22 Aug 2004 02:22:54 GMT
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Does that run through the IRC, or can it be accessed even via the console ingame to authorized players?

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by Xtrm2Matt on Sun, 22 Aug 2004 10:08:56 GMT
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a000000og runs these.

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by Renx on Sun, 22 Aug 2004 11:14:05 GMT
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Is it just me, or do all servers running this make a gunner reload sound about ever 3 seconds?

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by exnyte on Sun, 22 Aug 2004 13:47:07 GMT
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It's not just you... Last night was the first time i've played this since it came out and heard the same thing... Couldn't figure out what it was.

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by almor999 on Sun, 22 Aug 2004 14:44:16 GMT
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BBF Clan servers run ssctf and ssaow if you want to try it out. Also that gunner sound, that might be weapons being dropped?

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by msgtpain on Sun, 22 Aug 2004 19:45:10 GMT
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Thanks a ton vloktboky!

With just a bit of editing my code, I've added support to send tank kills and beacon deployments to IRC.. this helps us find the FR users, and beacon spammers quite easily.

As time permits, I'll probably find a ton of other ways to use the info in statistics and auto-moderating by scripting kicking beacon spammers, etc..

Thanks again.

Quote:-14:44:48- [@GameBot]: [15:42] >> VEHICLE KILL: Nod Light Tank was destroyed by spyhawk88's Mobius

---

-14:44:53- [@GameBot]: [15:42] >> VEHICLE KILL: Nod Stealth Tank was destroyed by Reptokill's GDI APC
-14:45:13- [@GameBot]: [15:43] >> BEACON: Gizbotvas deployed a Nuclear Strike Beacon

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Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by YSLMuffins on Sun, 22 Aug 2004 21:18:26 GMT
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Does it not specify WHOSE tank was destroyed?

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by Javaxcx on Mon, 23 Aug 2004 00:56:09 GMT
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quikboy6JavaxcxHey vloktboky, would it be possible to set up certain commands that allow authorized people to do things like "kill [Player ID]" and have the actual player die?

It's possible. We have had that command on BC for awhile now.

What is that utility, and can it be used with the SSAOW?

Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by vloktboky on Mon, 23 Aug 2004 02:10:58 GMT
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Javaxcxquikboy6JavaxcxHey vloktboky, would it be possible to set up certain commands that allow authorized people to do things like "kill [Player ID]" and have the actual player die?

It's possible. We have had that command on BC for awhile now.

What is that utility, and can it be used with the SSAOW?

That utility is the communication between DragonServ, Dragonade, and our version of BCF.