Subject: SSAOW script doesn't work on my Linux Server :(help plz :)
Posted by EkkoTheGekko on Thu, 07 Oct 2004 20:53:44 GMT
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Hi

I run a LFDS on a Debian 2.4 server and i wanted to install the SSAOW script. So i followed the instructions that are described at the following post:
http://www.renegadeforums.com/viewtopic.php?t=8464

The binary scripts patch seems to work and the wrapper works too.

But for some reason it doesn't load the SSAOW scripts

This is what happens when start the server with this command "./renegade_server --scripts scripts-RH73.so --binary renegade" :

Renegade Server Wrapper 0.3 (c) 2003-2004 by Blackhand Studios
Opening TCP Port 4853
Using custom scripts-RH73.so
Started Server with pid 5472
Renegade Free Dedicated Server v1.037 GU-838 03/01/2003 - 19:00:34
Console mode active
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: 2154
- Linux Scripts Patch succesfully
*** Auto starting game. Type 'quit' to abort ***
Initializing LAN Mode
Applying server settings
Channel created OK
Loading level C&C_Islands.mix
Load 0% complete
Load 10% complete
Load 19% complete
Load 27% complete
Load 34% complete
Load 41% complete
Load 46% complete
Load 52% complete
Load 57% complete
Host: Teams have been swapped.
Load 100% complete
Level loaded OK
Initializing GameSpy Q&R

I hope anyone can help me on this one.

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Posted by EkkoTheGekko on Thu, 07 Oct 2004 21:21:28 GMT
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By the way,

if compiling "compile-rh7.sh" is the solution. My gcc version is 3.3.4

Subject: SSAOW script doesn't work on my Linux Server :(help plz :)
Posted by mac on Fri, 08 Oct 2004 15:25:54 GMT
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I ported the SSAOW mod for both Linux versions. Will release them soon. It will be part of the
CP1 server side testing package