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Subject: SSAOW and New CP1 Maps Question  
Posted by [ohnou812](#) on Mon, 11 Oct 2004 20:00:26 GMT  
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Does anyone know the map ID#'s for the new maps that came with CP1? I would like to run these along with the SSAOW mod and was wondering if anyone had found the ID #'s.

The Config File for the mod statesQuote:To add your own map, copy the ID of an object present on the map with the script "M00\_BUILDING\_EXPLODE\_NO\_DAMAGE\_DAK" attached to it. Usually, any building controller has this script attached to it. Set the ID# as the key, and the name you want to use to refer to the map as the value. I don't know how to do this. Any help is appreciated.  
Thanks

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Subject: SSAOW and New CP1 Maps Question  
Posted by [laeubi](#) on Mon, 11 Oct 2004 21:20:05 GMT  
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Maybe the creators of the Maps can lookuo one ID of a buildingcontroller?

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Subject: SSAOW and New CP1 Maps Question  
Posted by [Aircraftkiller](#) on Mon, 11 Oct 2004 21:22:19 GMT  
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Can't be done for anything I made, source files are unavailable for them. Sorry - can't help you there.

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Subject: SSAOW and New CP1 Maps Question  
Posted by [laeubi](#) on Mon, 11 Oct 2004 21:26:01 GMT  
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AircraftkillerCan't be done for anything I made, source files are unavailable for them. Sorry - can't help you there.  
How was the level then created?

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Subject: SSAOW and New CP1 Maps Question  
Posted by [xptek](#) on Mon, 11 Oct 2004 21:29:46 GMT  
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AircraftkillerCan't be done for anything I made, source files are unavailable for them. Sorry - can't help you there.

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Subject: SSAOW and New CP1 Maps Question  
Posted by [Aircraftkiller](#) on Mon, 11 Oct 2004 21:34:26 GMT  
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I lost the source files about six months ago.

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Subject: SSAOW and New CP1 Maps Question  
Posted by [xptek](#) on Mon, 11 Oct 2004 21:35:15 GMT  
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Regardless, you can get the building ID's with the SSAOW modification.

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Subject: SSAOW and New CP1 Maps Question  
Posted by [ohnou812](#) on Tue, 12 Oct 2004 10:09:19 GMT  
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Quote:Regardless, you can get the building ID's with the SSAOW modification.  
How do you do this?  
Thanks

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Subject: SSAOW and New CP1 Maps Question  
Posted by [jonwil](#) on Tue, 12 Oct 2004 12:14:50 GMT  
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"Aircraftkiller"Can't be done for anything I made, source files are unavailable for them. Sorry - can't help you there.  
Actually, depending on what information one needs to extract from the map, its probobly possible to extract it by examining the binary map files with a program that can view the chunked format used for them then finding the chunks in question.  
For example, if you need to find the ID of the barracks building, you can load it into the chunk dumper (I have such a dumper myself) and find the chunks that correspond to SoldierFactoryGameObj. Then from there, you can drill down and find the chunk that holds the ID of the object and grab it from there.

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Subject: SSAOW and New CP1 Maps Question  
Posted by [xptek](#) on Tue, 12 Oct 2004 12:18:47 GMT  
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ohnou812Quote:Regardless, you can get the building ID's with the SSAOW modification.  
How do you do this?  
Thanks

Set the "showbuildingids" or something like that to 1 on the server2.ini. Then load the map in the FDS with SSAOW on and it will output them to the console.

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Subject: SSAOW and New CP1 Maps Question  
Posted by [ohnou812](#) on Tue, 12 Oct 2004 14:51:52 GMT  
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Quote:Set the "showbuildingids" or something like that to 1 on the server2.ini. Then load the map in the FDS with SSAOW on and it will output them to the console.  
Great! I will try it. Thanks I appreciate all the help from everyone!  
Take Care

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