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Subject: Core patch 1, SSAOW 1.3 SUCKS for Fan Map servers

Posted by [Alkaline](#) on Tue, 30 Nov 2004 09:29:25 GMT

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The 1.31 code in SSAOW is terrible for new maps and frequently crashes on a good majority of them. Why was this included in CP1 if it just causes problems?

Here are some of the maps it crashes on:

haunted 2

prision camp

tib\_pit\_3

Niagra

Big Walls

ruins\_ox

night\_ox

man the list goes on, seems its always something differnt, I'm gonna try mac's latest scripts.dll see if changes anything... The really messed up thing is that older version of scripts.dll, i.e. 1.0 run fine on all maps! its versions 1.1 and above that cause problems.

and a ton of others.

Also, is the donate feature only working with brenbots gamelog on? If so donate will be off on majority of the servers because gamelog is a cpu hog.

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Subject: Core patch 1, SSAOW 1.3 SUCKS for Fan Map servers

Posted by [\[HLOW\]Tomten](#) on Tue, 30 Nov 2004 09:45:47 GMT

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LFDS br1.36 got no problem at all with donate/gamelog. cpu 2-3%

Updated yesterday to RC4.

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Subject: Core patch 1, SSAOW 1.3 SUCKS for Fan Map servers

Posted by [mac](#) on Tue, 30 Nov 2004 09:47:13 GMT

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Use the code in the Server Side Installer. I've made numerous crash bugfixes there. It's only included there.

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Subject: Core patch 1, SSAOW 1.3 SUCKS for Fan Map servers

Posted by [Alkaline](#) on Tue, 30 Nov 2004 15:43:12 GMT

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alright, I'll try out mac, thanks

as for gamelog, i'm not so sure, the bigger the server, the more stress it puts...

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Subject: Core patch 1, SSAOW 1.3 SUCKS for Fan Map servers

Posted by [laeubi](#) on Tue, 30 Nov 2004 15:44:00 GMT

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Alkalinealright, I'll try out mac, thanks

as for gamelog, i'm not so sure, the bigger the server, the more stress it puts...

And you should check your PM

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