Subject: Scripts.dll in CP1 has a ton of bugs, use Jonwill's 1.93
Posted by Alkaline on Thu, 02 Dec 2004 06:23:25 GMT
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If you are having server problems, replace the scripts.dll included with CP1 with Jonwills 1.93. It will solve all the problems,

if you want weapon drop, switch to ssaow 1.3, however, SSAOW will not work on: Snow, FieldTS, and MutationRedux and it may even cause server to crash when these maps are loaded.

Subject: Scripts.dll in CP1 has a ton of bugs, use Jonwill's 1.93
Posted by mac on Thu, 02 Dec 2004 09:55:12 GMT
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I've had no problems with the scripts.dll included in server side cp1, it yesterday ran about 20 maps, including the cp1 maps, without a problem. I fixed all that I can.

I think SSCP1 included the wrong version, the fixed version is here:
http://download.renguard.com/scripts.zip

I'll add a switch to disable gamelog logging later.

Subject: Scripts.dll in CP1 has a ton of bugs, use Jonwill's 1.93
Posted by Alkaline on Thu, 02 Dec 2004 15:41:14 GMT
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I'm not sure mac... I had the 0 bug a ton of times... I don't know if its because of the scripts or beacuse of files that Cp1 patches (e.g. always.dat e.t.c.)

anyway, we had to uninstall FDS, remove any traces of CP1 and then re-install. It seems to be working fine with SSAOW 1.3 standard.

Subject: Scripts.dll in CP1 has a ton of bugs, use Jonwill's 1.93
Posted by mac on Thu, 02 Dec 2004 15:50:17 GMT
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jonwil and v00d00 are investigating this 0bug, and it seems because of the server side renaming of objects.ddb to bjects.ddb and vise versa - if the timing is wrong, clients can get the 0 bug. alot more servers have SSAOW (comes with cp1) installed, this is why you see it happening more often.

fix is coming..

Subject: Scripts.dll in CP1 has a ton of bugs, use Jonwill's 1.93
Posted by Alkaline on Thu, 02 Dec 2004 22:01:45 GMT
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ya...
well in the mean time we aren't use the cp1 scripts....

b.t.w gamelog still takes too much cpu... any chance you are gonna make a lite version? We really
dont' need all these extra "LOGS" that the fds is putting out e.g. renlog2, gamelog... too many logs
 :bomb:

Subject: Scripts.dll in CP1 has a ton of bugs, use Jonwill's 1.93
Posted by Pavla on Mon, 06 Dec 2004 18:03:59 GMT
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indeed, the only thing i need is admins, preferably ip based, and donate.. can't that be created in
BlazeRegulator? whatever, don't need the gamelog.. not interested when the weapons factory on
x balbla y blabla is created