
Subject: CP1 on Clanwarservers
Posted by [King Elessar](#) on Wed, 09 Feb 2005 15:31:00 GMT
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I just browsed through some older posts about turning off some of the stuff CP1 "contributes" to the game. I see some advantages in running CP1 and that's why I downloaded it myself and still have it, but I also see some downsides.

There is a couple of clans now on Gamespy running their Clanwar Server with CP1. This messes up our games because the money boxes have been replaced by crates, vehicles leave wreckages and minelimit is different on different maps.

I'm sure you think these things add pleasure to the gameplay and they even might, on public servers. The thing is though, that we can't turn them off because "It's a bug. It will be fixed in the next version". I think my question here is: Why did you release a product that clearly has a huge bug that bothers a lot of people? Because the way it is now, it looks like you are forcing the new elements upon us and I'd like to believe that that is not your goal.

Don't get me wrong, I think the products you make contributed and have much to contribute to this game and I'm thankful for that, but this last thing I just can't understand.

Subject: CP1 on Clanwarservers
Posted by [mac](#) on Wed, 09 Feb 2005 15:32:55 GMT
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None of the beta testers reported the problem, and now it's too late.

If you want to get rid of the crates, just install an older SSAOW version, and not the included one.

Subject: CP1 on Clanwarservers
Posted by [Spoony_old](#) on Wed, 09 Feb 2005 18:07:09 GMT
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CP1, like much of the stuff the Renegade community makes for the game, isn't specifically designed for small games... which is why they aren't suited for clanners. Sad, but there you have it.

Subject: CP1 on Clanwarservers
Posted by [zunnie](#) on Thu, 10 Feb 2005 00:29:48 GMT
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The server OWNER is responsible for the configuration of his/her server. If they want more mines on specific maps, having wreckages, crates and all this stuff -regardless wether you like it or not- it is their choice as it is

your choice to play there or dont.

Subject: CP1 on Clanwarservers
Posted by [King Elessar](#) on Thu, 10 Feb 2005 04:57:53 GMT
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Well, we own this server and were just installing the newest stuff on it, when we found out we seemed to be stuck with the crates etc.

Subject: CP1 on Clanwarservers
Posted by [zunnie](#) on Thu, 10 Feb 2005 10:28:06 GMT
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Ok, then configure the crates so it no longer gives vehicle crates etc.
Make the crate config so that it only gives you ammo refill/ money/ weapon powerups.

[Crates]
Weapon=25
Money=55
Points=0
Vehicle=0
Death=0
Tiberium=0
Ammo=
Armor=0
Health=0
Character=0
ButterFingers=0
Spy=0
Stealth=0
Refill=20
Beacon=0
God=0
Thief=0

Subject: CP1 on Clanwarservers
Posted by [PeterNorth](#) on Fri, 11 Feb 2005 00:55:38 GMT
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When you pick up a grey crate im sure it doesnt always give you the set amount of the yellow box 100 or 200, correct me if im wrong because thats still makes it a non starter for clan matches.

Link for older version of SSAOW please.

Subject: CP1 on Clanwarservers
Posted by [Vitaminous](#) on Fri, 11 Feb 2005 01:01:24 GMT
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OMG ITS PETAR NERTH!111
** removed link to pornographic images **

Subject: CP1 on Clanwarservers
Posted by [Spoony_old](#) on Fri, 11 Feb 2005 01:08:52 GMT
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dude wtf

Subject: CP1 on Clanwarservers
Posted by [IRON FART](#) on Fri, 11 Feb 2005 01:10:33 GMT
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Aprime, I dub you a twit.

Subject: CP1 on Clanwarservers
Posted by [King Elessar](#) on Fri, 11 Feb 2005 20:40:31 GMT
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Quote:Link for older version of SSAOW please.

bump

Subject: CP1 on Clanwarservers
Posted by [mac](#) on Sat, 12 Feb 2005 01:24:15 GMT
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Choose scripts 2.0 in the SSCP1 installer. It won't install SSAOW then.

<http://web.black-cell.net/ssaow.html> is the last original version from vloktboky

Subject: CP1 on Clanwarservers
Posted by [God of Death](#) on Sun, 13 Feb 2005 01:24:11 GMT
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K i did that and couldnt access and secondary weapons on any character. SO deleted scripts.dll and changed scripts2.dll to scripts.dll but now the gamelog feature doesnt work Any ideas?

Subject: CP1 on Clanwarservers
Posted by [mac](#) on Sun, 13 Feb 2005 11:04:48 GMT
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the original SSAOW does not support gamelog

Subject: CP1 on Clanwarservers
Posted by [God of Death](#) on Mon, 14 Feb 2005 03:39:43 GMT
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gay... Anything else?

Subject: CP1 on Clanwarservers
Posted by [zunnie](#) on Mon, 14 Feb 2005 11:35:36 GMT
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Gamelog is PART of BRenBot, how is it gay that older versions of SSAOW dont use it?
Obviously the files dont contain the gamelog code... because back then it
didnt exist yet :duh:
