
Subject: Custom Scripts

Posted by [Cyber030](#) on Wed, 18 May 2005 02:42:39 GMT

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Hi, I am having some trouble with my custom scripts and the New CP that came with BRenBot 1.41. My custom scripts allow different commands of my own. My problem is, on BRenBot 1.40 They worked fine. When I downloaded a new one, they quit working right. The wrok, but they do not restart the server at the start-up of the FDS. I have to use an objects.ddb game modifier as the other half of my commands. The problem is, they don't work, since the game doesn't do an auto-restart at start-up. Any ideas on what I could add to my scripts to make the auto restart work, and have my own commands in?

Subject: Custom Scripts

Posted by [Cyber030](#) on Tue, 24 May 2005 00:10:19 GMT

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Alrite, come on now, I would like some help please.

Subject: Re: Custom Scripts

Posted by [Cyber030](#) on Thu, 16 Jun 2005 18:04:37 GMT

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THERE HAS BEEN 56 FUCKING VIEWS AND NO ONE HAS FUCKING POSTED OR TRIED TO HELP?! What the hell is that!? I have waited for someone to post on this for a good long time now.

Subject: Re: Custom Scripts

Posted by [mac](#) on Thu, 16 Jun 2005 18:21:55 GMT

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BRenBot itself does not need the scripts.dll. It reads the gamelog.txt file, which is included in newer SSAOW versions for displaying real time stats.

I think the SSAOW version in 1.40 had no auto restart, but had the 0 bug. That is why we needed to re-add the auto start to things properly..

The current SSAOW version used objects.aow. My suggestion is to base your work on the current SSAOW version, and edit the source code of that, as well as the objects.aow

Subject: Re: Custom Scripts

Posted by [Cyber030](#) on Thu, 16 Jun 2005 22:37:40 GMT

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So how do I edit the objects.aow? And could you hook me up with a link to dl the ssaow. Thanks for helping me mac, alot.

Subject: Re: Custom Scripts
Posted by [Parad0x](#) on Fri, 17 Jun 2005 08:03:27 GMT
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rename it to objects.ddb edit it in level edit, then rename back to objects.aow

Subject: Re: Custom Scripts
Posted by [Cyber030](#) on Sat, 18 Jun 2005 00:14:45 GMT
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K good, can you hook me up with a link to it?

Subject: Re: Custom Scripts
Posted by [AADude7](#) on Sat, 15 Oct 2005 15:45:46 GMT
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I know they have SSAOW script somewhere else,
www.aohost.co.uk/ssaow.zip

Subject: Re: Custom Scripts
Posted by [AADude7](#) on Sat, 15 Oct 2005 15:46:51 GMT
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You can also look at Nightma12's FDS Resources post in
Win32 FDS
