

---

Subject: SSCP/ SSAOW bugs

Posted by [cmatt42](#) on Sat, 04 Jun 2005 17:42:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I've observed a few bugs with these two. First I noticed that the kill messages don't show up in IRC. That should be fixed.

Also on Islands, whenever someone destroys a building, they get duplicate recs. At first I thought it was a problem with NR, but upon inspection, Nightma said that it was a SSAOW bug.

Just thought I would report these and get them fixed.

---

---

Subject: Re: SSCP/ SSAOW bugs

Posted by [Nightma12](#) on Sat, 04 Jun 2005 23:08:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Quote:I've observed a few bugs with these two. First I noticed that the kill messages don't show up in IRC. That should be fixed.

its the

ShowPlayerKillMessage=

LogHarvesterDeath=

LogVehicleDeath=

options in server2.ini that crash the server thats causing the messages not to show up in IRC

they worked b4 BHS took over SSAOW and added it into Server-Side Core Patch

the download link for the working version is here

[www.aohost.co.uk/ssaow.zip](http://www.aohost.co.uk/ssaow.zip)

---