
Subject: SSAOW Version 1.4

Posted by [Whitedragon](#) on Mon, 05 Dec 2005 11:24:22 GMT

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First off, ill start by announcing that Black-Cell.net will once again be supporting and updating it's publically released server side mods, SSAOW and SSCTF. For those that don't know, SSAOW is the public version of Dragonade, and SSCTF is pretty obvious.

This update has been long in the making, it has been tested through 2 private betas and should be very stable and bug free. I urge all server owners to upgrade to this version as it includes a good deal of fixes and some great new additions. It should work on linux however it has not been tested.

However if you do find a bug please post it in this topic, unless said bug is somehow exploitable, then you should PM me about it. If any serious bugs are found i will get version 1.4.1 out quickly to fix them, otherwise it will be a few months until you see another update.

<http://black-cell.net/SSAOW1.4.zip>

Change Log:

Quote:

Version 1.4:

- New: Ported to scripts 2.2.2.
- New: New docs folder containing files with more detailed descriptions of some of SSAOW's features.
- New: All settings can now be used in both the [General] section and the map specific section. See ssaow.ini for more info.
- New: Added BlockCombatRefills setting.
- New: New crate settings: EnableCrates, EnableNewCrates and AllowVehCrates.
- New: Added DefenseShootWrecks setting.
- New: Added setting ObjectsFile, which allows you to change which objects file is loaded.
- New: Added EnableSpawnWeapons setting, overrides the spawn weapon setting in svrcfg_cnc.ini. Used for the sniping modes.
- New: New EnableLog and EchoLog settings. EnableLog will override all other SSAOW log options. EchoLog determines if log messages will also be echoed to the FDS console.
- New: Added InvincibleBuildings setting.
- New: Added DisableBeacons setting.
- New: New output message to the SSAOW log when a map ends. This will include details on how the map was won and who won it.
- New: New version of gamelog with a setting to use the old or new version.
- New: New keyboard shortcuts feature! This allows players with the correct client side scripts to simply press various keys to activate different commands. This will be used by many of the other

SSAOW features.

Players will need to download <http://black-cell.net/clientscripts.zip> to be able to use this.

- New: New taunt animations using the keyboard shortcuts. There will be 9 taunts, each mapped to a numpad key.

- New: New keyboard shortcuts to vote on polls. Page up for !vote yes, and Page down for !vote no.

- New: Vehicle locking system has been added! This allows players to take ownership of and lock vehicles.

The following are the commands/keyboard shortcuts to utilize this new system. All commands must be said in team chat.

!Bind/Home Key - Gives you ownership of the vehicle you are currently driving. The vehicle must not

be bound to anyone else.

!Unbind - Relinquishes ownership of your bound vehicle.

!Lock - Locks your vehicle. Anyone on your team that enters it's driver seat will be removed.

If the

driver of the vehicle is not the owner when it is locked they are vkicked.

!Unlock - Unlocks your vehicle,

!BL/Insert Key - Binds and locks a vehicle in one command.

!Vkick - Removes the player in the driver seat of your vehicle without locking it.

- New: Command !c4 has been added. This command lets you see the C4 usage of your team. Must be said in teamchat,

can also be accessed through the End keyboard shortcut.

- New: A new setting has been added that lets you change the character players spawn as! See ssaow.ini for details.

- New: New Soundtrack player by mac. More info later.

- New: 3 new gamemodes have been added. Infantry only, Sniping, and 500 Sniping. The gamemode can be changed by using the Gamemode= setting in ssaow.ini. See docs/gamemodes.txt for more info.

- New: New output to the SSAOW log when someone picks up a crate under the header _CRATE.

- BugFix: The Beacon Crate no longer pages you with a string of garbage text.

- BugFix: Fixed ShowPlayerKillMessage, LogHarvesterDeath and LogVehicleDeath crashing the server.

- BugFix: The DDE channel now works again and has a setting to change it's service name.

- BugFix: Fixed players getting credited twice for killing buildings on Islands.

- BugFix: Beacon logging has been re-enabled and shouldn't crash on FieldTS.

- BugFix: AFK kicker will no longer kick players if they're the only player on their team.

- BugFix: Vehicle wreckages will now be revived when they reach full health, not half health.

- BugFix: Fixed a bug that caused people with bhs.dll to crash when someone got a character changing crate while in a vehicle.

- BugFix: Fixed vehicle fires staying behind after the vehicle is destroyed.

- BugFix: SSAOW will now load it's settings correctly on every map.

- Change: Player kill messages show the player's current weapon(Note: this is not always the weapon they used to kill/were killed with).

- Change: The God Crate was removed.

- Change: Crates now take 3 minutes to spawn. In addition 2 crates cannot exist at the same time.

- Change: When someone buys a disabled character they will now be changed to a minigunner and refunded the cost of the character they bought.
- Change: People who get the Spy Crate are now turned into SBHs. They will also lose their spy status after they kill 1 building.
- Change: Revived vehicles are now neutral instead of the team that revived them.
- Change: Armor and weapons dropped by players will despawn after 8 seconds.
- Change: The header for player kills has been changed from _KILL to _PLAYERKILL and the header for vehicle kills has been changed from _KILL to _VEHKILL.
- Change: The settings file is now ssaow.ini instead of server2.ini.

Note: You do not need to use the updated objects.aow included in this unless you plan to use the sniping game modes or disable spawn weapons through ssaow.ini.

PS: New version of SSCTF is next!

Subject: Re: SSAOW Version 1.4
Posted by [Fifaheld](#) on Mon, 05 Dec 2005 17:27:50 GMT
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on linux the version I do not get an error message that the versions together fit

objects.ddb is the problem

Subject: Re: SSAOW Version 1.4
Posted by [Kamuix](#) on Mon, 05 Dec 2005 17:27:58 GMT
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Thanks!!Good job!!I love you

Subject: Re: SSAOW Version 1.4
Posted by [Crimson](#) on Fri, 16 Dec 2005 19:28:36 GMT
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I think this new SSAOW leaks memory. My FDS never used more than 120-130MB of RAM when it was full on the old SSAOW... now it's been running for 3 days and it's using 219 MB of RAM.

Subject: Re: SSAOW Version 1.4
Posted by [Kamuix](#) on Fri, 16 Dec 2005 19:56:09 GMT
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And the new scripts do this: When you have 6 more more people in your FDS game and you use the command "ID" 5 people will show and FDS Will crash. Has anyone else noticed this?

Subject: Re: SSAOW Version 1.4

Posted by [theplague](#) on Mon, 19 Dec 2005 01:26:45 GMT

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:S memory leak, that'll explain the messing up variables...

some of my globles when it was in aow.cpp get messed with, it like turns to gibberish, but now i coded it into another file and it seems alright :S
