
Subject: SSAOW Version 1.4.1
Posted by [Whitedragon](#) on Tue, 31 Jan 2006 23:30:03 GMT
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This is mainly a bug fix version. It fixes a few crash bugs that most servers were experiencing.

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"Change Log"

Version 1.4.1:

- New: Ported to scripts 2.3.
- New: Setting ForceTeam has been added. This setting can be used to force all players that join the server to switch to the specified team. Intended for CO-OP servers where all players are supposed to be on the same team.
- Change: When you buy a disabled character you will now be switched to your team's spawn character instead of a minigunner.
- Change: The vehicle death animations have been temporarily removed due to a severe crash bug. They will hopefully be fixed and re-added in the next release.
- BugFix: Fixed a crash bug relating to the Butter Fingers crate.
- BugFix: Fixed a crash bug relating to the Tiberium Death crate.

Subject: Re: SSAOW Version 1.4.1
Posted by [Cat998](#) on Wed, 01 Feb 2006 00:17:58 GMT
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Subject: Re: SSAOW Version 1.4.1
Posted by [Naamloos](#) on Wed, 01 Feb 2006 00:40:50 GMT
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Whitedragon wrote on Wed, 01 February 2006 00:30

- New: Setting ForceTeam has been added. This setting can be used to force all players that join the server to switch to the specified team. Intended for CO-OP servers where all players are supposed to be on the same team.

Does this also work for custom maps and not just the edited SP levels? Because that may actually be very usefull for my C&C_Assault map, if anyone ever decides to host it, anyway

Subject: Re: SSAOW Version 1.4.1
Posted by [Kamuix](#) on Wed, 01 Feb 2006 01:30:48 GMT
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I love it.

Subject: Re: SSAOW Version 1.4.1
Posted by [Whitedragon](#) on Wed, 01 Feb 2006 02:46:53 GMT
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ForceTeam will work on any map.

Subject: Re: SSAOW Version 1.4.1
Posted by [Kamuix](#) on Wed, 01 Feb 2006 03:32:05 GMT
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That will really help me because I've got the Gameplay Pending remover. But on my Coop games I have to put Changeteams allowed on and I Shuvv the gdi spawner into the ground so no one will want to be gdi. With a welcome message that sais Choose Nod lol.

Subject: Re: SSAOW Version 1.4.1
Posted by [Creed3020](#) on Fri, 03 Feb 2006 21:47:54 GMT
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A Big Thank You!
