
Subject: SSAOW Warning
Posted by [Whitedragon](#) on Sun, 30 Jul 2006 22:39:16 GMT
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There is a mistake in the ssaow.ini that comes with 1.5, and possibly earlier versions, that could cause a crash.

The "Total" key in the "SvSKillMsg" section is set to 10 while there are only 9 entries. To fix this set "Total" to 9, or to however many entries you have.

Subject: Re: SSAOW Warning
Posted by [Cat998](#) on Sun, 30 Jul 2006 23:34:07 GMT
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It's useless anyway, it should be smart enough to count the strings itself.

Subject: Re: SSAOW Warning
Posted by [Whitedragon](#) on Sun, 30 Jul 2006 23:45:07 GMT
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Already plan to make that change in 1.6.

Subject: Re: SSAOW Warning
Posted by [Cat998](#) on Mon, 31 Jul 2006 00:19:32 GMT
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And fix all the memory leaks in the LoadSetting functions

Subject: Re: SSAOW Warning
Posted by [Whitedragon](#) on Mon, 31 Jul 2006 00:33:21 GMT
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Already done.

Subject: Re: SSAOW Warning
Posted by [ghost](#) on Mon, 31 Jul 2006 02:47:38 GMT
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I've noticed that for so long when my bot reported "ERROR_Kill Message" Or something in those lines. So I've just set it to 1 so only it says "player killed player". But yee haa!!

Subject: Re: SSAOW Warning
Posted by [Zion](#) on Mon, 31 Jul 2006 03:49:40 GMT
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No probs for me.

Subject: Re: SSAOW Warning
Posted by [Blazer](#) on Wed, 02 Aug 2006 01:03:07 GMT
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I made that change and it still crashes for me. I await 1.6

Subject: Re: SSAOW Warning
Posted by [Fifaheld](#) on Wed, 02 Aug 2006 03:38:19 GMT
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and i wait for 1.6 too

Subject: Re: SSAOW Warning
Posted by [ghost](#) on Wed, 02 Aug 2006 04:27:47 GMT
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Blazer wrote on Tue, 01 August 2006 18:03I made that change and it still crashes for me. I await 1.6

Speaking of SSAOW 1.6
When do you estimate it will be released?

Subject: Re: SSAOW Warning
Posted by [Ma1kel](#) on Wed, 02 Aug 2006 08:18:23 GMT
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When it's finished.

Subject: Re: SSAOW Warning
Posted by [sycar](#) on Wed, 02 Aug 2006 12:12:53 GMT
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hey blazer, comment out the svcs and vvs as well as the FDS kill message bit. all should be good. i

had to do that to fix it.

buffymaniack

quick edit you might get away with just turning of show player kill messages after lookin at the AOW code. that would seem to disable the bit which i had to comment out. try it

ok after further testing i have got the problem down to when a kill FDS message is sent theres a possibility for it to crash. i don't really know why but i've left the above with WD to look into it.

Subject: Re: SSAOW Warning
Posted by [sycar](#) on Wed, 02 Aug 2006 22:25:34 GMT
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Thanks to WD he gave me the below fix for anyone who wants it.

In AOW.cpp replace:

```
char *Translate_Preset(GameObject *obj)
{
    const char *preset = Commands->Get_Preset_Name(obj);
    char *TransName = new char[256];
    getProfileString ("Translated_Preset",preset,preset,TransName,256,"ssaow.ini");
    return TransName;
}
```

with:

```
const char *Translate_Preset(GameObject *obj)
{
    return Get_Translated_Preset_Name(obj);
}
```

and replace:

```
char *Translate_Weapon(GameObject *obj)
{
    const char *preset = Get_Current_Weapon(obj);
    char *TransName = new char[256];
    getProfileString("Translated_Preset",preset,preset,TransName,256,"ssaow.ini");
    return TransName;
}
```

with:

```
const char *Translate_Weapon(GameObject *obj)
{
    return Get_Current_Translated_Weapon(obj);
}
```

hope this helps!

buffymaniack
