
Subject: CloudyServ SSAOW Support?

Posted by [Spyder](#) on Mon, 06 Nov 2006 19:37:03 GMT

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Does someone know if CloudyServ supports SSAOW 1.5? I am running it now, it works fine except for the SSAOW. It doesn't spawn modded crates like godcrate or deathcrate. It only does credits and refills . Can someone help me with this? Is there a plugin for SSAOW support maybe?

Subject: Re: CloudyServ SSAOW Support?

Posted by [Ryu](#) on Mon, 06 Nov 2006 19:47:30 GMT

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Why the hell would Cloudyserv (A Bot) Fuck your crates up?

It's Not The bot, It's your freaking mods.

Subject: Re: CloudyServ SSAOW Support?

Posted by [Zion](#) on Mon, 06 Nov 2006 19:52:07 GMT

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Check over your ini settings, turn new crates on and norm crates on.

Subject: Re: CloudyServ SSAOW Support?

Posted by [Spyder](#) on Tue, 07 Nov 2006 06:22:06 GMT

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Ok thanks.

And Alex don't start freaking, cause you can't make server side mods yourself. And why would my mods F*** up the crates if it works with Nightregulator? Same Servermod Same Server Same SSAOW version (1.5)

Subject: Re: CloudyServ SSAOW Support?

Posted by [Ryu](#) on Tue, 07 Nov 2006 20:02:20 GMT

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I gave up modding for Renegade, I plot about with Level Edit now and then, But I'm learning mapping for Counter Strike Source and Half Life. Ive just learnt how to make a terrain and texture, Now I want to learn how to add custom models (Buildings) On my maps.

When you say I cant make server side mods, Explain:

1. I cant edit SSAOW.ini ?
2. I cant make a .ddb .isd . idd In Level edit ?

Subject: Re: CloudyServ SSAOW Support?
Posted by [jnz](#) on Thu, 09 Nov 2006 17:30:55 GMT
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Alex wrote on Mon, 06 November 2006 19:47Why the hell would Cloudyserv (A Bot) Fuck your crates up?

It's Not The bot, It's your freaking mods.

i agree, it is not the bot. unless the bot changes the server files in any way.

Subject: Re: CloudyServ SSAOW Support?
Posted by [Zion](#) on Fri, 10 Nov 2006 08:38:06 GMT
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Alex wrote on Tue, 07 November 2006 20:02

2. I cant make a .ddb .isd . idd In Level edit ?

They're not isd/idd files, they're Lsd/Ldd files.
And for one who uses the apostrophe everywhere, you forgot it in "can't" (meaning 'can not')

Subject: Re: CloudyServ SSAOW Support?
Posted by [Ryu](#) on Fri, 10 Nov 2006 16:30:47 GMT
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well, I get confused at times

It's eather Lsd/Ldd, My bad.

I can make them 3 files tho..

Subject: Re: CloudyServ SSAOW Support?
Posted by [Spyder](#) on Sun, 10 Dec 2006 09:39:35 GMT
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Ok this is when it happened:

Everything works fine. I go to black intel forums. I put the black intel server.dat and scripts in my FDS folder. Et Voila! Bot doesn't work anymore, just like it needs to be configured to use those scripts, but i don;t know how to configure it for the scripts.

Subject: Re: CloudyServ SSAOW Support?
Posted by [tonyroldm](#) on Tue, 12 Dec 2006 01:47:56 GMT
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I run SSAOW 1.5 with my servers and no problems with the crates.

The CloudyServ bot has no effect on the SSAOW file.

ssaow.ini file:

ObjectsFile=aow

EnableCrates=1

EnableNewCrates=1 (Will spawn the old gray box crates)

AllowVehCrates=0 (They have to get out of the vehicle to get it)

To enable the player kill/killed messages in the admin channel of IRC with the CloudyServ bot, you must load the Aow.cs script
/load -rs Aow.cs (put that command in the Perform on connect)

Not sure what you have going there but my servers have been running SSAOW 1.5 since it came out.

I also have the BlackIntel mod running with 1.5

T
