

---

Subject: Converted to 2.9.2

Posted by [QoQn00b](#) on Sun, 11 Feb 2007 06:35:57 GMT

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

---

Ok, so. I found all the changes SSAOW made to Scripts 2.5 to get SSAOW (2.5), then added them to Scripts 2.9.2. I finally worked out the compiling problems, then had some DDE issues, which I fixed, then finally added the SSAOW files to the source in the MS VC++ Compiler.

However, it seems that aow.cpp and crate.cpp (and the rest that aren't originally included, as well as the header files) are not being included.

Someone I know said that it's not "loading" the files, but wouldn't tell me how to fix it... which is what I'm after.

Can anyone gimme a step in the right direction?

---

---

Subject: Re: Converted to 2.9.2

Posted by [QoQn00b](#) on Sun, 11 Feb 2007 08:46:31 GMT

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

---

Well apparently I can't edit the post so I have to reply...

I just thought I should add that I can use the DDE function, which is in aow.cpp, to send functions ingame. I just get no messages, like X killed X in the FDS console.

---

---

Subject: Re: Converted to 2.9.2

Posted by [QoQn00b](#) on Sun, 11 Feb 2007 22:26:16 GMT

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

---

I was missing an object hook... oops. Sorry to bother like this D:

---