
Subject: SSAOW & Server Side Mapping
Posted by [Brandon](#) on Fri, 13 Apr 2007 23:56:00 GMT
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If I ran SSAOW (1.5) and made a server side map with AI Bots, would it work? (Example, I go and modify a map and export it with same terrain and name, just some server side modifications added like AI Bots, etc). When will SSAOW 1.6 be out?

Subject: Re: SSAOW & Server Side Mapping
Posted by [Whitedragon](#) on Sat, 14 Apr 2007 06:16:18 GMT
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AI bots will not work in 1.5.

Subject: Re: SSAOW & Server Side Mapping
Posted by [zunnie](#) on Sat, 14 Apr 2007 19:57:33 GMT
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Reborn made some changes to 1.5 so it doesnt crash with bots anymore, and a couple of more things he changed, (source is included).

<http://www.multiplayerforums.com/index.php?showtopic=663>

Subject: Re: SSAOW & Server Side Mapping
Posted by [Brandon](#) on Sun, 15 Apr 2007 06:07:38 GMT
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Thanks!

My server won't work with server side mods or server side maps at the moment though for some reason and I know I'm doing everything right, should I reinstall my RenegadeFDS?

Subject: Re: SSAOW & Server Side Mapping
Posted by [Genesis2001](#) on Sun, 15 Apr 2007 06:18:25 GMT
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Are you putting the .idd files from the PKG file in your data directory??

Subject: Re: SSAOW & Server Side Mapping
Posted by [Brandon](#) on Sun, 15 Apr 2007 06:37:03 GMT

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No, when I server side map I make a map using same terrain and name so that people can join and not need a download. Since it works like a map the .Idds and all are in the map file, etc.

Subject: Re: SSAOW & Server Side Mapping
Posted by [Zion](#) on Sun, 15 Apr 2007 13:44:30 GMT
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No, that's not serverside.

To make a serverside map you need the source to the map. Just adding terrain without includes, building controllers and everything of the like will not make it work. .mix files aren't serverside even if you name them the same as the original.

The only files that are serverside is the .Idd, .Ild and .ddb files. That is it.

Subject: Re: SSAOW & Server Side Mapping
Posted by [Brandon](#) on Sun, 15 Apr 2007 18:42:16 GMT
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Ok, maybe I wasn't too clear, I have the original .Ivl files and have made a new mix version of the map (with .Ild, .Idd, .ddb included). I use the name of the original map and make sure the terrain remains the same (for the most part) and then I export as .mix to RenegadeFDS\Server\data folder replacing old original file.

In case you're lost, instead of taking the .Idd, .Ild, and .ddb files and putting them in my RenegadeFDS\Server\data folder I simply export them as new map. People that already have the map can join and whatever modifications I made to my version will appear for them since it's server side.

If you still don't get it then I'm afraid I've tried my best at explaining, all I can do now to explain is actually show you on XWIS.

EDIT: When I make my server side mod I don't export as .mix or .pkg because it's global settings. I take objects.ddb, rename it to objects.aow and put in RenegadeFDS\Server\data folder.

Subject: Re: SSAOW & Server Side Mapping
Posted by [Zion](#) on Sun, 15 Apr 2007 19:21:24 GMT
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No, you don't understand.

.mix and .pkg files ARE NOT SERVERSIDE! Even if they're the same name, THEY'RE NOT

SERVERSIDE!

The original .mix file needs to be used alongside the .ldd file which IS SERVERSIDE!

Just incase you never say the important part:

.mix and .pkg files ARE NOT SERVERSIDE!

Subject: Re: SSAOW & Server Side Mapping

Posted by [Genesis2001](#) on Sun, 15 Apr 2007 19:24:49 GMT

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Merov would probably know more on this than me...When I make a serverside, follow these tutorials from RenHelp.net

"Making a Serverside Mod"

and

"Serverside Mods"

EDIT: What Merovingian said!!

Subject: Re: SSAOW & Server Side Mapping

Posted by [Brandon](#) on Sun, 15 Apr 2007 22:21:13 GMT

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Oh forget it... no one gets it.

Subject: Re: SSAOW & Server Side Mapping

Posted by [zunnie](#) on Mon, 16 Apr 2007 00:18:22 GMT

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<http://www.game-maps.net/index.php?action=file&id=608>

sourcecode is included in rarfile

[edit]

<http://www.mp-gaming.com/reborn/coderelease/ssaow1.5win32WITHBOTFIX.zip>

Reborns fix, he uploaded the zip again, should work now.

Subject: Re: SSAOW & Server Side Mapping
Posted by [Brandon](#) on Mon, 16 Apr 2007 00:27:37 GMT
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K, thx.

Subject: Re: SSAOW & Server Side Mapping
Posted by [Brandon](#) on Wed, 25 Apr 2007 20:58:42 GMT
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I figured out why my server side mod wasn't detected, TSO was on (since it's a beta it causes strange bugs). And I decided again the SSAOW 1.5.1 with botfix because the scripts were as old as the hills. Also, I'll show everyone later on in a new post how to server side map (I might post a tutorial on RenHelp too).

Subject: Re: SSAOW & Server Side Mapping
Posted by [Genesis2001](#) on Wed, 25 Apr 2007 22:14:01 GMT
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YuriVA777 wrote on Fri, 13 April 2007 17:56 If I ran SSAOW (1.5) and made a server side map with AI Bots, would it work? (Example, I go and modify a map and export it with same terrain and name, just some server side modifications added like AI Bots, etc). When will SSAOW 1.6 be out?

YuriVA777 wrote on Wed, 25 April 2007 14:58 (I might post a tutorial on RenHelp too).

If you have to ask how to do something, I wouldn't recommend making a tutorial for RenHelp....

(Off-Topic: By TSO, do you mean Teamspeak Overlay?)

-Thanks,
MathK1LL

Subject: Re: SSAOW & Server Side Mapping
Posted by [Brandon](#) on Wed, 25 Apr 2007 23:48:57 GMT
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I asked for help and no one understood and couldn't provide sufficient information so I went to a better source (offsite). That's why I'd add a tutorial on RenHelp. Anyways, yes, TeamSpeak Overlay (TSO) caused a bug disabling my permission to write data, no worries though, once I realized what caused the bug I turned it off and don't use it when I do work now.
