

---

Subject: [scripts]WWH SSM 1.0  
Posted by [Brandon](#) on Mon, 02 Jul 2007 03:07:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

WWH SSM 1.0 is the first publicly released version of World Wide Help's Server Side Mod. The server side mod includes many cool features (ex. Hotwires/Technicians w/ Chainguns + 10 proximity C4; kamikaze cooks/Maus; kamikaze harvestors; Engineers w/ AGT guns; harvestor dumps of \$1000; tick rates of \$4; etc). Also included is the first ever publicly released AI Bot Spawner list with pre-configured AI Bots for everyone to use in maps or server side modding.

Note: WWH SSM is SSGM supported enabling you to run SSGM and have extra modifications and AI Bots.

For technical support visit: <http://www.worldwidehelp.net>. Future versions will be released soon.

Thank You!

### File Attachments

1) [WWH SSM 1.0.zip](#), downloaded 209 times

---

---

Subject: Re: WWH SSM 1.0  
Posted by [\\_SSnipe\\_](#) on Mon, 02 Jul 2007 18:30:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

cool man

---

---

Subject: Re: WWH SSM 1.0  
Posted by [wittebolx](#) on Thu, 05 Jul 2007 11:35:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

website is down, so can you put the info in this forum?

---

---

Subject: Re: WWH SSM 1.0  
Posted by [danpaul88](#) on Thu, 05 Jul 2007 14:02:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Bit of advice: music on websites makes them come across as tacky and gives people the impression you don't really know what your doing. (Or at least that's the impression it gives me.)

---

---

Subject: Re: WWH SSM 1.0  
Posted by [Genesis2001](#) on Thu, 05 Jul 2007 19:51:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

danpaul88 wrote on Thu, 05 July 2007 08:02Bit of advice: music on websites makes them come across as tacky and gives people the impression you don't really know what your doing. (Or at least that's the impression it gives me.)

O.o

Yuri/Web/Brandon, that makes 4 people now

^^ 4 people who, though somewhat similarly, agree with I.

-MathK1LL

---

---

Subject: Re: WWH SSM 1.0

Posted by [Brandon](#) on Fri, 06 Jul 2007 03:23:50 GMT

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

---

Zip it MathK1LL >.<

You said that 3 people including you thought my site template looked ugly, you were the only one that made comment about the music.

Why don't people appreciate music? And site isn't down, just try again or try

<http://www.worldwidehelp.net/forum/index.php> (you'll be going to the forum anyways w/o music might I add). -\_-

For info visit our TS and contact me there, I won't post info on all the modifications at the moment because 1. I'm really busy and 2. The next version is under way so it will change more than likely

---

---

Subject: Re: WWH SSM 1.0

Posted by [danpaul88](#) on Fri, 06 Jul 2007 11:24:13 GMT

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

---

Music does not aid the site navigation in any way, it increases the time it takes to load the page (not really an issue for broadband users, but there are still some 56k'ers kicking around out there), and its irritating because you cant turn it off. Also if you are trying to watch a movie you your PC and suddenly get some corny music from a web page in the middle of it it's really annoying.

Anyway, it was just something for you to consider. Personally the minute I hear corny music on a website I close that tab and find a better website, regardless of the actual content there.

---