Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by vloktboky on Wed, 18 Aug 2004 01:24:12 GMT
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Yes, it's here, and it's ported on the current, up-to-date Scripts.dll release. (Vesion 1.9.1) This also means that it supports bhs.dll, so all those added features, as well as special ones inside the mod itself, are present in this release.

Updates in Version 1.3:
  - BugFix: A bug where weapons would not drop if kill messages were disabled has been resolved.

  - Change: DisableBaseDefenses has been moved to the map specific section of server2.ini.

  - New: DisablePowerPlants, DisableRefineries, DisableSoldierFactories, DisableVehicleFactories, DisableRepairPads, and DisableCommCeneters has been added. See the map specific section of server2.ini for details.

  - Change: The player who laid a deployed beacon will now be announced with the beacon's deployment message.

  - New: Token friendly items have been added to the output log code. The key used is shown below:
[list]
    _DEBUG - Debug messages
    _GENERAL - General information messages
    _BUILDING - Building Event
    _ALERT - Kicked Event
    _PURCHASE - Purchase Event
    _KILL = Kill Event
    _BEACON = Beacon Event
[/list:u]

  - New: BHS.dll support has been added. The following features have been added, and can be acquired by players who have the Scripts.dll Verison 1.9.1 library or higher installed:
[list]
    * Buildings now report when they are fully repaired.
    * Buildings now report when their destruction is imminent.
    * Turrets now report when they are under attack.
    * The Harvesters now report when they are under attack.
    * The Obelisk charge up sound can now be heard.
    * The Cargo Plane's engines can now be heard.
    * EVA reports when a vehicle was destroyed if you are near the vehicle.
    * Players now scream when they are killed. (Female characters have a female scream)
    * Spawn and Weapon sound effects have been added for when a player spawns or when a dropped weapon is created.
    * Fog is now apart of the random weather feature. The fog will not disrupt your field of vision.
[/list:u]

- New: A DDE channel has been added to allow for external applications to send console input to the FDS directly. To send a command, use Poke. Service = "RenegadFDS", Topic = "FDSCommand", Item = "Command". An example of this, in mIRC, would be to type the command: "/dde RenegadFDS FDSCommand Command msg test" => "> Host: test".

- New: Code has been added to prevent users from killing Purchase Terminals and the Cargo Plane.

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