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Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support

Posted by [Polleke](#) on Thu, 19 Aug 2004 10:42:04 GMT

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Hey,

I've been working today to get SSAOW working on my RH8 FDS. I'm using the Server Wrapper 0.3 together with scripts.so 1.9.1 and the bhs8.so. The new commands from bhs work fine.

But with AOW I'm not sure. I see the scripts being loaded:

Linux Scripts Patch v0.01 enabled Renegade version.

- Initializing scripts.so patch!
- Scripts relocation offset: 0x00000000
- Original built-in script count: 1635
- Total script count: 2155
- Linux Scripts Patch succesfully

If I now put the objects.dbb in my data directory I get version mismatched with clients. If I put the file in my clients data dir too the game loads but I don't see any of the ssaow effects. There is no new log file being loaded.

I've also tried to use the scripts-rh8.so file from the Source Code zip file. Seems to be different, but the effect is the same.

What am I missing?

Kind regards,  
Polleke

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