
Subject: Core patch 1, SSAOW 1.3 SUCKS for Fan Map servers

Posted by [Alkaline](#) on Tue, 30 Nov 2004 09:29:25 GMT

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

The 1.31 code in SSAOW is terrible for new maps and frequently crashes on a good majority of them. Why was this included in CP1 if it just causes problems?

Here are some of the maps it crashes on:

haunted 2

prision camp

tib_pit_3

Niagra

Big Walls

ruins_ox

night_ox

man the list goes on, seems its always something differnt, I'm gonna try mac's latest scripts.dll see if changes anything... The really messed up thing is that older version of scripts.dll, i.e. 1.0 run fine on all maps! its versions 1.1 and above that cause problems.

and a ton of others.

Also, is the donate feature only working with brenbots gamelog on? If so donate will be off on majority of the servers because gamelog is a cpu hog.
