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Subject: cpu maxing out

Posted by [zunnie](#) on Sun, 26 Dec 2004 13:01:45 GMT

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<http://www.renegadeforums.com/viewtopic.php?t=12994>

Changes to SSAOW 1.3.2

- \* Fixes 0 Bug
- \* Got rid of map ids and used an engine function to get the current mapname
- \* Fixed not being able to disable AFK Kick

Note: Even though the map IDs are no longer used to identify maps, the map loaded will still have to have a Barracks controller i think. So for DeathMatch maps this maybe a problem but only when you load them as the first map.

ie:

MapName=DMMMap1.mix

MapName00 = DMMMap1.mix

MapName01 = C&C\_Field.mix

MapName02 = bla.mix

MapName03 = etc.mix

This will not gameover the map (which is required) on DMMMap1 because it has no Barracks Controller.

MapName=C&C\_Field.mix

MapName00 = C&C\_Field.mix

MapName01 = DMMMap1.mix

MapName02 = bla.mix

MapName03 = etc.mix

This should work. It detects map field, loads the objects.aow and gameovers the map where DMMMap1 will inherit it.

[zunnie]

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