Subject: Re: ren fds help pretty plz :)
Posted by nickcufs on Fri, 31 Mar 2006 01:09:49 GMT
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sorry for the long post... there is no game log in my server 2 thing and i dont have a ssaow ini file
here is my server 2 ini below plz tell me if i have to add some ting or change some ting

; This file is part of the Server Side AOW Library.

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; ---

; Settings for the Server Side AOW Library
;
; Settings that control the extended settings for your All Out War server are
; present in this file. Change these settings to configure how your All Out War
; server will be ran.
;
; ** ***************
;
;

[General]

; FDSLogRoot=
;
; This setting determines where the logs for the FDS data recorded by the newer
; additions are written to. This is only the root part of the text file; the date
; will still be added to the end of the file name. IE if you set this to
; 'renlog', the log data will be written to "renlog_<date>.txt". Default is
; 'renlog2'.
;
; Note: If you set this to 'renlog', it will be written to the same log output
; file and could be read by older server side bots.

FDSLogRoot=ssaow/ssaowlog

; MapIDDebug=
;
; This setting allows for the FDS to report any ID numbers that can be used to
; identify the loaded map in this file. It is useful for trying to enable fan
; maps to work. Set this to 1 to enable this option. Set this to 0 to disable
; this option. Default is 0.

MapIDDebug=0

; ReportBuildingDamage=
;
; This setting allows for the FDS to report when a building is under attack, who
; is attacking the building, and what the attack is. Set this to 1 to enable
; this option. Set this to 0 to disable this option. Default is 1.

ReportBuildingDamage=0

; BuildingDamageInterval=
;
; This setting determines how long time should elapse before a building reports
; if it is under attack. If ReportBuildingDamage is off, ignore this option.
; Default is 30 seconds.

BuildingDamageInterval=30.0

; ReportBuildingDeath=
;
; This setting allows for the FDS to report when a building has been destroyed,
; who killed it, and what the killer was. Set this to 1 to enable this option.
; Set this to 0 to disable this option. Default is 1.

ReportBuildingDeath=0

; BuildingDeathRewardPage=
;
; This setting will allow the FDS to send a reward page to the player who kills
; a building. The message is simple: "X has been destroyed thanks to you!",
; where X is the building name. This has no game play value. Set this to 1 to
; enable this option. Set this to 0 to disable this option. Default is 0.

BuildingDeathRewardPage=0

; EnableDropWeapons=
;
; This setting allows for players to drop their main weapon when they are killed.

; Set this to 1 to enable this option. Set this to 0 to disable this option.
; Default is 1.

EnableDropWeapons=1

; EnableWeather=
;
; This setting allows for flowing weather to be drawn on your server. The type
; of precipitation that falls is determined below. This setting does not affect
; game play; however, it can cause performance to drop to some players. Set this
; to 1 to enable this option. Set this to 0 to disable this option. Default is
; 1.

EnableWeather=0

; PlayObCharge=
;
; This setting allows the Nod Obelisk to play a powerup animation before it
; fires. The Obelisk and game play are not affected by this setting; however,
; it can cause performance to drop to some players. Set this to 1 to enable this
; option. Set this to 0 to disable this option. Default is 1.

PlayObCharge=1

; ShowPlayerPurchases=
;
; This setting allows the FDS to report when a player purchases a character.
; Set this to 1 to enable this option. Set this to 0 to disable this option.
; Default is 0.

ShowPlayerPurchases=0

; ShowPlayerKillMessage=
;
; This setting allows the FDS to report when a player is killed, who killed the
; player, and what character the two players were. Set this to 0 to disable this
; option. Default is 0.

ShowPlayerKillMessage=0

; LogVehicleCreate=
;
; This setting allows for the FDS to report when a vehicle is 'created'.
; Usually this occurs when a vehicle is purchased. A server side bot can
; combine this with the "player purchased a vehicle" line written to the renlog
; file to create a message similar to "vloktboky purchased a GDI Humm-vee". Set
; this to 1 to enable this option. Set this to 0 to disable this option.
; Default is 0.

LogVehicleCreate=1

; LogHarvesterDeath=
;
; This setting allows the FDS to report when the harvesters are destroyed, who
; killed the harvester, and what the killer was. LogVehicleDeath does not affect
; this option. Set this to 1 to enable this option. Set this to 0 to disable
; this option. Default is 1.

LogHarvesterDeath=0

; LogVehicleDeath=
;
; This setting allows the FDS to report when a vehicle is killed, who killed the
; vehicle, and what the killer was. Set this to 1 to enable this option. Set
; this to 0 to disable this option. Default is 0.

LogVehicleDeath=0

; PlayVehicleDeathAnimations=
;
; This setting allows for vehicles that are destroyed to play a destruction
; animation. This setting does not affect game play; however, it can cause
; performance to drop to some players. Set this to 1 to enable this option.
; Set this to 0 to disable this option. Default is 1.

PlayVehicleDeathAnimations=1

; EnableVehicleDamageAnimations=
;
; This setting allows for vehicles to play damage animations when they lose
; health. If enabled, vehicles will have small explosions and catch on fire as
; they drop below a certain point in their total health. This setting does not
; affect game play; however, it can cause performance to drop to some players.
; Set this to 1 to enable this option. Set this to 0 to disable this option.
; Default is 1.

EnableVehicleDamageAnimations=0

; AFKKick=
;
; This setting allows for the Auto AFK Kicker to be turned on. This setting will
; warn and kick any users who do not move for the specified time. (See below)
; Set this to 1 to enable this option. Set this to 0 to disable this option.
; Default is 0.

AFKKick=0

; AFKWait=
;
; This option controls how long (in minutes) a person is allowed to remain
; inactive before the player is kicked for being idle. If AFKKick is disabled,
; ignore this option. This setting must be at least 2. (two minutes) Default is
; 10. (ten minutes)

AFKWait=10

; AFKPageMessage=
;
; This option controls what message is paged to an inactive player one minute
; before the player is kicked for being idle. This message can not exceed 200
; characters. If AFKKick is disabled, ignore this option. Default message is
; "Warning! You might be kicked for being AFK/Idle if you do not move!".

AFKPageMessage="Warning! You might be kicked for being AFK/Idle if you do not move!"

; EnableObGlitchProtect=
;
; This setting allows the FDS to prevent players from glitching the obelisk. If
; the obelisk fires at the player for 8 times in a row, the player is warned. If
; the obelisk fires at the player for 10 times in a row, the player is kicked.
; Set this to 1 to enable this option. Set this to 0 to disable this option.
; Default is 0.

EnableObGlitchProtect=0

; ObGlitchPageMessage=
;
; This option controls what message is paged to a player who is glitching the
; obelisk two minutes before the player is kicked. This message can not exceed
; 200 characters. If EnableObGlitchProtect is disabled, ignore this option.
; Default message is "Warning! You might be kicked for glitching the Obelisk!".

ObGlitchPageMessage="Warning! You might be kicked for glitching the Obelisk!"

; EnableB2BProtect=
;
; This setting allows the FDS to prevent players from base to base attacking.
; Currently, this option only works for C&C_Islands.mix. If the player attacks
; the building from an illegal position 4 times in a row, the player is warned.
; If the player attacks the building from an illegal position 6 times in a row,
; the player is kicked. Set this to 1 to enable this option. Set this to 0 to
; disable this option. Default is 0.

EnableB2BProtect=0

; B2BPageMessage=
;
; This option controls what message is paged to a player who is base to base
; attacking before they are kicked. This message can not exceed 200 characters.
; If EnableB2BProtect is disabled, ignore this option. Default message is
; "Warning! You might be kicked for base to base attacking!".

B2BPageMessage="Warning! You might be kicked for base to base attacking!"

; DestroyPlayerVeh=
;
; This setting allows the server to destroy the vehicle a player is in when the
; player leaves the server and/or commits suicide. Set this to 1 to enable this
; option. Set this to 0 to disable this option. Default is 1.

DestroyPlayerVeh=0

[Maps]

; This is where the data needed for the FDS to determine when a map has
; loaded/unloaded is stored. To add your own map, copy the ID of an object
; present on the map with the script "M00_BUILDING_EXPLODE_NO_DAMAGE_DAK" attached
; to it. Usually, any building controller has this script attached to it. Set
; the ID# as the key, and the name you want to use to refer to the map as the
; value.

1551553=C&C_Field.mix
1559645=C&C_Under.mix
1550791=C&C_Volcano.mix
1550457=C&C_Complex.mix
1551647=C&C_Walls.mix
1552060=C&C_City.mix
1550350=C&C_Canyon.mix
1551562=C&C_Hourglass.mix
1550322=C&C_Islands.mix
1551729=C&C_Mesa.mix
151403=C&C_Glacier_Flying.mix

; [MapName]
;
; This area is where specific map settings are configured.
;
;
; Allowed Commands:
; - 'WeatherType' controls the type of precipitation used in the random weather feature.
;   You can specify one of three different types of precipitation: Rain, Snow, or Ash.
; - 'WeaponStartEngL1' controls what weapons are given to the basic engineer.
; - 'WeaponStartEngL2' controls what weapons are given to the advanced engineer.
; - 'WeaponStartOther' controls what weapons are given to the other characters.
; - 'DisableList' is a pointer to the disable list to be used on the map.
; - 'DisableBaseDefenses' enables or disables base defenses. 1 = enable, 0 = disable.
; - 'DisablePowerPlants' enables or disables power plants. 1 = enable, 0 = disable.
; - 'DisableRefineries' enables or disables refineries. 1 = enable, 0 = disable.
; - 'DisableSoldierFactories' enables or disables soldier factories. 1 = enable, 0 = disable.
; - 'DisableVehicleFactories' enables or disables vehicle factories. 1 = enable, 0 = disable.
; - 'DisableRepairPads' enables or disables repair pads. 1 = enable, 0 = disable.
; - 'DisableCommCenters' enables or disables communication centers. 1 = enable, 0 = disable.

[C&C_Field.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
;DisableList="L1"
;DisableBaseDefenses=0
;DisablePowerPlants=0
;DisableRefineries=0
;DisableSoldierFactories=0
;DisableVehicleFactories=0
;DisableRepairPads=0
;DisableCommCenters=0

[C&C_Under.mix]
WeatherType=Snow
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Volcano.mix]
WeatherType=Ash
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Complex.mix]
WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Walls.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_City.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Canyon.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Hourglass.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Islands.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Mesa.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Glacier_Flying.mix]
WeatherType=Snow
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[Translated_Preset]

; This is the Preset Name Library section. Here, preset names are translated to
; text names. For instance, for the GDI Barracks, which has the key
; "mp_GDI_Barracks", you can have the FDS output "GDI Barracks", or "Barracks",
; or even "GDI Soldier Factory". You can also add your own keys here if you ever
; see one missing from the library. If the FDS can not find the preset here, it
; will output the preset name, such as "mp_GDI_Barracks".

mp_GDI_Barracks="GDI Barracks"
mp_GDI_War_Factory="GDI Weapons Factory"
mp_GDI_Repair_Bay="GDI Repair Facility"
mp_GDI_Refinery="GDI Tiberium Refinery"
mp_GDI_Power_Plant="GDI Power Plant"
mp_GDI_Com_Center="GDI Communications Center"
mp_Nod_Airstrip="Nod Airstrip"
mp_Nod_Repair_Bay="Nod Repair Facility"
mp_Nod_Refinery="Nod Tiberium Refinery"
mp_Nod_Power_Plant="Nod Power Plant"
mp_Nod_Com_Center="Nod Communications Center"
mp_Hand_of_Nod="Hand of Nod"
mp_GDI_Advanced_Guard_Tower="GDI Advanced Guard Tower"
mp_GDI_Helipad="GDI Helipad"
mp_Mutant_Lab="Mutant Lab"
mp_Nod_Obelisk="Obelisk of Light"
mp_Nod_Helipad="Nod Helipad"
Nod_Obelisk="Obelisk of Light"
GDI_Ceiling_Gun_AGT="Advanced Guard Tower"
GDI_AGT="Advanced Guard Tower"
Nod_Turret_MP="Nod Turret"
Nod_Turret_MP_Improved="Nod Turret"
GDI_Guard_Tower="GDI Guard Tower"
CnC_GDI_Engineer_0="GDI Engineer"
CnC_GDI_Engineer_2SF="Hotwire"
CnC_GDI_Grenadier_0="GDI Grenadier"
CnC_GDI_Grenadier_2SF="Patch"
CnC_Ignatio_Mobius="Mobius"
CnC_Ignatio_Mobius_ALT2="Mobius"
CnC_GDI_MiniGunner_0="GDI Minigunner"
CnC_GDI_MiniGunner_1Off="GDI Officer"
CnC_GDI_MiniGunner_2SF="Deadeye"
CnC_GDI_MiniGunner_3Boss="Havoc"
CnC_GDI_MiniGunner_3Boss_ALT2="Havoc"
CnC_GDI_MiniGunner_3Boss_ALT3="Havoc"
CnC_GDI_MiniGunner_3Boss_ALT4="Havoc"

CnC_GDI_RocketSoldier_0="GDI Shotgunner"
CnC_GDI_RocketSoldier_1Off="GDI Rocket Soldier"
CnC_GDI_RocketSoldier_2SF="Gunner"
CnC_Sydney_PowerSuit="PIC Sydney"
CnC_Sydney_PowerSuit_ALT2="PIC Sydney"
CnC_Sydney="Sydney"
CnC_Nod_Engineer_0="Nod Engineer"
CnC_Nod_FlameThrower_0="Nod Flamethrower"
CnC_Nod_FlameThrower_1Off="Chemical Warrior"
CnC_Nod_FlameThrower_2SF="Stealth Black Hand"
CnC_Nod_FlameThrower_3Boss="Mendoza"
CnC_Nod_FlameThrower_3Boss_ALT2="Mendoza"
CnC_Nod_Minigunner_0="Nod Minigunner"
CnC_Nod_Minigunner_1Off="Nod Officer"
CnC_Nod_Minigunner_2SF="Black Hand Sniper"
CnC_Nod_Minigunner_3Boss="Sakura"
CnC_Nod_Minigunner_3Boss_ALT2="Sakura"
CnC_Nod_RocketSoldier_0="Nod Shotgunner"
CnC_Nod_RocketSoldier_1Off="Nod Rocket Soldier"
CnC_Nod_RocketSoldier_2SF="Laser Chaingunner"
CnC_Nod_RocketSoldier_3Boss="Raveshaw"
CnC_Nod_RocketSoldier_3Boss_ALT2="Raveshaw"
CnC_Nod_Technician_0="Technician"
CnC_GDI_APC="GDI APC"
CnC_GDI_Humm-vee="GDI Humm-vee"
CnC_GDI_Mammoth_Tank="GDI Mammoth Tank"
CnC_GDI_Medium_Tank="GDI Medium Tank"
CnC_GDI_MRLS="GDI MRLS"
CnC_GDI_Orca="GDI Orca"
CnC_GDI_Transport="GDI Transport Helicopter"
CnC_Civilian_Pickup01_Secret="Pickup Truck"
CnC_Civilian_Sedan01_Secret="Sedan"
CnC_Nod_Apache="Nod Apache"
CnC_Nod_APC="Nod APC"
CnC_Nod_Buggy="Nod Buggy"
CnC_Nod_Flame_Tank="Nod Flame Tank"
CnC_Nod_Light_Tank="Nod Light Tank"
CnC_Nod_Mobile_Artillery="Nod Mobile Artillery"
CnC_Nod_Recon_Bike="Nod Recon Bike"
CnC_Nod_Stealth_Tank="Nod Stealth Tank"
CnC_Nod_Transport="Nod Transport Helicopter"
Nod_Chameleon="Nod Chameleon"
CnC_Nod_Harvester="Nod Harvester"
CnC_GDI_Harvester="GDI Harvester"

; Kill Messages are as followed. SSAOW will use one of the defined strings below
; for when it displays a kill message. Note that ShowPlayerKillMessage must be
; enabled for these kill messages to be used.
;
; SvSKillMsg = Kill messages for soldier VS soldier fights.
; VvSKillMsg = Kill messages for vehicle VS soldier fights.
;
; Inside the strings, you can use 4 special words to define where the player's
; name, the killer's name, the player's preset, and the killer's preset are
; placed:
;
; <killer> = Killer's name
; <killed> = Player's name
; <killerpreset> = Killer's preset
; <killedpreset> = Player's preset
; Example: <killer> killed <killed> (<killerpreset> VS <killedpreset>)
;
; To define a new string, use the key "Str#=", where # is the next number in the
; sequence. Be sure that the "Total=" key is the correct amount of strings
; defined.

[SvSKillMsg]
Total=10
Str1="<killer> killed <killed> (<killerpreset> VS <killedpreset>)"
Str2="<killed> was assassinated by <killer> (<killerpreset> VS <killedpreset>)"
Str3="<killer> made mincemeat out of <killed> (<killerpreset> VS <killedpreset>)"
Str4="<killer> slaughtered <killed> (<killerpreset> VS <killedpreset>)"
Str5="<killer> exterminated <killed> (<killerpreset> VS <killedpreset>)"
Str6="<killed> bit the dust thanks to <killer> (<killerpreset> VS <killedpreset>)"
Str7="<killed> was cut down by <killer> (<killerpreset> VS <killedpreset>)"
Str8="<killer> crushed <killed> (<killerpreset> VS <killedpreset>)"
Str9="<killed> is taking the dirt nap thanks to <killer> (<killerpreset> VS <killedpreset>)"
Str10="<killer> beat the shit out of <killed> (<killerpreset> VS <killedpreset>)"

[VvSKillMsg]
Total=5
Str1="<killed> got ran over by <killer> (<killerpreset> VS <killedpreset>)"
Str2="<killer> made a pancake out of <killed> (<killerpreset> VS <killedpreset>)"
Str3="<killed> was hit by <killer> (<killerpreset> VS <killedpreset>)"
Str4="<killer> made <killed> into roadkill (<killerpreset> VS <killedpreset>)"
Str5="<killed> was splattered all over by <killer> (<killerpreset> VS <killedpreset>)"

; WeaponStart - Here, you can define what weapons (powerups) are given to a player
; when he/she spawns.
;
; WeaponStartEngL1 = Basic Engineer weapons.
; WeaponStartEngL2 = Advanced Engineer weapons. (Hotwire/Tech)
; WeaponStartOther = Other soldier's weapons.
;
; The name of the list you define here containing the weapons should be the value
; of one of the keys above under the map's settings.
;
; [C&C_Field.mix]
; WeaponStartEngL1="DefaultEngL1"
; WeaponStartEngL2="DefaultEngL2"
; WeaponStartOther="DefaultOther"
;
; Note: The sequence in the key values must go in order. When the next sequence
; is not found, the list will halt.

[DefaultEngL1]
01="CnC_POW_MineTimed_Player_01"
02="POW_Pistol_Player"
03="CnC_POW_MineRemote_02"

[DefaultEngL2]
01="CnC_POW_MineRemote_02"
02="POW_Pistol_Player"
03="CnC_POW_MineTimed_Player_02"
04="CnC_MineProximity_05"

[DefaultOther]
01="CnC_POW_MineTimed_Player_01"
02="POW_Pistol_Player"

; Disable List - Here, you can set up any amount of lists of objects that should
; be disabled on a map. The "DisabledList=" key should be defined in the map's
; settings above, and the value should be set to the name of the list you define
; below. For example:
;
; [C&C_Field.mix]
; DisableList="L1"
;
; Note: The sequence in the key values must go in order. When the next sequence

; is not found, the list will halt.
;
; List L1 defined below is a test list. This list disables the Havoc and Sakura
; characters, as well as the GDI Mammoth Tank.

[L1]
01="CnC_GDI_MiniGunner_3Boss"
02="CnC_GDI_MiniGunner_3Boss_ALT2"
03="CnC_GDI_MiniGunner_3Boss_ALT3"
04="CnC_GDI_MiniGunner_3Boss_ALT4"
05="CnC_Nod_Minigunner_3Boss"
06="CnC_Nod_MiniGunner_3Boss_ALT2"
07="CnC_GDI_Mammoth_Tank"