Subject: SSM's Guard Towers and Turrets
Posted by JasonKnight on Wed, 18 Apr 2007 21:01:54 GMT

Ok, I have played in a few servers that add the guard towers and turrets to the non defence maps, which all in all does add a little different gameplay, but drastically unbalances the game.

First thing first, i made clones of the guard tower and nodturret and gave them to the opposite party, now GDI and NOD have both.

ok. my first test is with the guard tower.

i added them in as a spawner following this.

http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=68

and this

http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=46

server loads up, (look at attached picture)

guardtowers spawn. server stays steady, great.

jump to my other computer and try to loginto my server to see if they work right. get the light blue screen says gameplay pending then game crashes to desktop. try it on my XP Pro machine, does the same thing as my vista machine does...

im lost, any help would be nice.

and yes, i rememberd to put the objects.ddb in the data folder and yes i renamed it to .aow

I also tryed this in SSGM2.0 and the server just keep restarting tis why I am trying SSAOW 1.5

File Attachments
1) server.jpg, downloaded 569 times

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K  Renegade Master Server - Win2kPro - svrcfg_cnc.ini             _ □ ✕

Renegade Free Dedicated Server v1.037 BH-838 01/23/2003 - 10:59:26
Console mode active
Running Server Side All Out War - Version 1.5
RenegadeFDS DDE channel initialized
*** Auto starting game. Type 'quit' to abort ***
Initializing Westwood Online Mode
Detecting bandwidth...
Upstream bandwidth of 2M bps detected
Got server list
Got server pings
Logging onto USA Server
Logged on OK
Applying server settings
Creating game channel...
Channel created OK
Running Server Side All Out War - Version 1.5
RenegadeFDS DDE channel initialized
Loading level C&C_Islands.mix
Load 100% complete
Level loaded OK
-> Map "C&C_Islands.mix" detected, loading settings..
Running in All Out War mode.
New settings detected and loaded!
GDI Guard Tower created
GDI Guard Tower created
GDI Guard Tower created
GDI Guard Tower created
NOD_Guard_Tower created
NOD_Guard_Tower created
NOD_Guard_Tower created
NOD_Guard_Tower created
Nod Harvester created
GDI Harvester created
The Version of player 1 is 3.200000
Player jsnknght joined the game
jsnknght purchased a Nod Minigunner
Connection broken to client. 1
Player jsnknght left the game
```