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Subject: Re: SSGM, previously SSAOW, Version 2.0

Posted by [reborn](#) on Thu, 21 Jun 2007 15:12:50 GMT

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joe937465 wrote on Thu, 21 June 2007 05:52so everything thats not another scripts then ok ill try it out 1)another thing how do i install these into a serv dir? i have the brenbot full installer i just overwrite the files?

2) some server side mods like picking up sbh suits requires the person to have the scripts now does this mean if those server side mods are installed in this type of server does that mean the client would have to have 3.4.1 scripts? or just the normal corepaths?

1) Place objects.gm inside the data dir of your server. Place the new bhs.dll and scripts.dll in your server directory along with the shaders.dll, d3d8.dll and d3dx9\_30.dll. In your case you will need to just change your old objects.aow into objects.gm.

2) Just the core patch, the bhs call was put in the clients scripts.dll a long time ago =]

NFHAVOC wrote on Thu, 21 June 2007 07:23will i be able to modify the credits and points a player receives when they pickup, steal, return, or capture the flag

i have a crazyctf server and instead of it just being a make shift sniper game i modified the points of those so they go after the flag not just kill each other

Yes, you will be able to modify that. Infact it is now softcoded into ssgm.ini under "CapturePoints=" so it is as easy as opening the ini file and changing the points value instead of the code itself. Very handy indeed.

Sn1per74(2) wrote on Thu, 21 June 2007 10:49I'm guessing we're supposed to delete objects.aow?

No, just rename your objects.aow file to objects.gm instead if you have a modified objects file based on ssaow 1.5.

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