
Subject: SSAOW Update: Version 1.1
Posted by [vloktboky](#) on Sun, 06 Jun 2004 18:07:40 GMT
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Current Version: 1.1

New Features:

- New: Disable List added. You can now choose what characters/vehicles are not allowed per map. See INI file for more information.
- BugFix: If the killer was in a vehicle during a kill, the vehicle will now be displayed in the kill message.
- BugFix: Safety check code has been added. TranslatePlayerName will now always work without fear of the FDS crashing. (Special thanks go to Silent_Kane for this code) The option to enable/disable this feature has been removed. It will now always be enabled.
- New: MapID Debug mode added. This setting forces the FDS to output a valid MapID that can be used in the INI file to recognize the loaded map.
- New: DestroyPlayerVeh setting added. If enabled, the server will kill the vehicle a player was in if the player leaves the server or commits suicide.
- New: Custom Kill Messages added. This section, which can be found in the INI file, allows for custom kill messages for Soldier VS Soldier kills and Vehicle VS Soldier kills. See the INI file for more information.
- BugFix: If a player kills him/herself, he/she will not drop a weapon or an armor piece.
- BugFix: The bug where the fire from a vehicle was sometimes left behind if it was killed has been resolved.

Link: <http://web.black-cell.net/ssaow.zip>

Enjoy.

Subject: SSAOW Update: Version 1.1
Posted by [Renx](#) on Sun, 06 Jun 2004 18:24:38 GMT
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Nice work

Subject: SSAOW Update: Version 1.1
Posted by [xptek_disabled](#) on Sun, 06 Jun 2004 18:25:35 GMT
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Yay, now the daunting task of adding 23 map ID's to the INI.

Subject: SSAOW Update: Version 1.1
Posted by [Blazer](#) on Mon, 07 Jun 2004 01:59:08 GMT

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Thanks vloktbody! :bigups:

Subject: SSAOW Update: Version 1.1

Posted by [Majiin Vegeta](#) on Mon, 07 Jun 2004 08:38:16 GMT

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w00t!

Subject: SSAOW Update: Version 1.1

Posted by [ch4ever](#) on Mon, 07 Jun 2004 11:23:00 GMT

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very nice thank you!!!!!!

Subject: SSAOW Update: Version 1.1

Posted by [iluvatar](#) on Mon, 07 Jun 2004 13:25:52 GMT

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does anybody know how to install this on a linux based dedicated server. I have installed the scripts 1.7, bus i still get mismatch error after installing the mod.

Subject: SSAOW Update: Version 1.1

Posted by [xptek_disabled](#) on Mon, 07 Jun 2004 17:19:32 GMT

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I'm not 100% sure this will help, but rename objects.ddb to bjects.ddb

Subject: SSAOW Update: Version 1.1

Posted by [iluvatar](#) on Tue, 08 Jun 2004 15:39:49 GMT

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xptek! I'm not 100% sure this will help, but rename objects.ddb to bjects.ddb. No, when i rename it, the server starts, but the 'mod' is not loaded. When i use the normal name, ill get mismatch

Subject: SSAOW Update: Version 1.1

Posted by [TonyMontana](#) on Tue, 08 Jun 2004 20:35:43 GMT

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I installed the new version and the weapon dropping isn't working anymore,
also some of the maps crash like walls, under & mesa...
I went back to the original version of the mod.
