Subject: Server Side CP1 1.1 Released (fixed zero bug & under)
Posted by mac on Sat, 04 Dec 2004 21:08:39 GMT

Released Serverside CP1 1.1

Fixes zero bug on SSAOW, gets rid of renaming objects.ddb -> bjects.ddb (and thus causing zero bug if it fails for some reason), fixes non working C&C Under, and adds a option in SSAOW to disable gamelog.

http://download.blackhand-studios.org/SS-CP1.1.exe

(Linux version coming soon)

Subject: Server Side CP1 1.1 Released (fixed zero bug & under)
Posted by Alkaline on Sun, 05 Dec 2004 00:29:42 GMT

SWEET !

Subject: Server Side CP1 1.1 Released (fixed zero bug & under)
Posted by ripper141 on Sun, 05 Dec 2004 14:05:55 GMT

Problem !!!
SSCP1.1 installet and if a player joins on my server he gets zero bug !!!

i tried to replace the
always2.dat with the original ==same effect
all maps with the original=====same effect

maybe its the always.dbs but im not sure !!!

Installet FDS 1037
Installed CP1 (only the Under bug)
Installed CP1.1 (Zero Bug)

Subject: Server Side CP1 1.1 Released (fixed zero bug & under)
Posted by Alkaline on Sun, 05 Dec 2004 16:37:29 GMT

mac looks like the zero bug still exsists.. :/

Subject: Server Side CP1 1.1 Released (fixed zero bug & under)
Posted by [BA]RANGER on Sun, 05 Dec 2004 21:44:17 GMT
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yes the zero bug still happens on my server [BA] Toaster Oven (69.93.144.194:4848)i have uninstalled and reinstalled the cp1 still happens people cant kill people, people loose credits, and sometimes the guard tower doesnt work

Subject: Server Side CP1 1.1 Released (fixed zero bug & under)
Posted by Creed3020 on Sun, 05 Dec 2004 23:30:26 GMT
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I tried this and it works.

vlotblokyIf the mod isn't able to rename the objects.ddb file after the map is loaded, your server will bite the big one. I suggest you remove the objects.ddb file in your data folder that is preventing the real objects.ddb from renaming itself.

Just an educated guess.

Subject: Server Side CP1 1.1 Released (fixed zero bug & under)
Posted by [BA]RANGER on Mon, 06 Dec 2004 22:36:59 GMT
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So your saying to delete it, and that wont mess the server up. I need some kind of guidance. i dont know what any of those files do. lol

Subject: Server Side CP1 1.1 Released (fixed zero bug & under)
Posted by Pendullum on Mon, 06 Dec 2004 23:48:56 GMT
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we had the 0 bug on our ICW, but for some strange reason, only one team had it... everyone on nod had the bug yet GDI were fine... after several server restarts, we had the same thing

Subject: Server Side CP1 1.1 Released (fixed zero bug & under)
Posted by mac on Tue, 07 Dec 2004 10:00:52 GMT
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Rename the file objects.ddb to whatever.ddb, so it won't get loaded. We are still investigating the problem.

Tell me if this works.

Subject: Server Side CP1 1.1 Released (fixed zero bug & under)
Posted by Creed3020 on Tue, 07 Dec 2004 21:26:06 GMT
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I didn't delete the obbject.ddb file but moved it out of the Server folder and the zero bug went away, right away.

Subject: Server Side CP1 1.1 Released (fixed zero bug & under)
Posted by Alkaline on Fri, 10 Dec 2004 06:37:42 GMT
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if you don't need the objects.dbb why is it even part of the mod?
does ssaow/brenbot custom scripts still work with this out of the folder?

Subject: SS-CP1.1
Posted by rensabre on Fri, 10 Dec 2004 07:54:22 GMT
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After installing the sscp1.1 to upgrade from brenbot 1.35 using ssaow I can no longer disable beacons. Has anyone been able to disable beacons with the sscp1.1? We run CNR servers and dont want beacons.

Subject: Server Side CP1 1.1 Released (fixed zero bug & under)
Posted by mac on Fri, 10 Dec 2004 08:38:08 GMT
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You are losing some/most of AOW/gamelog functions, when removing objects.ddb

It's more of a temp fix while we work on the problem itself.

Subject: SS-CP1.1
Posted by rensabre on Fri, 10 Dec 2004 16:53:40 GMT
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Guess I forgot to metion i am using a win32 version. Now that it uses gamelog it dont read objects.ddb to disable beacons. Is there a setting elsewhere?

Thanks

Subject: Server Side CP1 1.1 Released (fixed zero bug & under)

Posted by Creed3020 on Fri, 10 Dec 2004 22:27:43 GMT
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macYou are losing some/most of AOW/gamelog functions, when removing objects.ddb

It's more of a temp fix while we work on the problem itself.

I can still do most things so I don't really care right.

I would rather have my server work with a few not working commands rather then zero bugs running rampant.

Ya really as mac said, it's only temp because a better solution is really needed.

Subject: Server Side CP1 1.1 Released (fixed zero bug & under)
Posted by Crimson on Fri, 10 Dec 2004 22:32:24 GMT
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We may have the problem fixed. n00bstories Server 1 is running the prospective fix and it seems to be staying online with no zero bug sufferers.

Subject: Server Side CP1 1.1 Released (fixed zero bug & under)
Posted by Creed3020 on Sat, 11 Dec 2004 06:29:55 GMT
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CrimsonWe may have the problem fixed. n00bstories Server 1 is running the prospective fix and it seems to be staying online with no zero bug sufferers.

Sounds good, keep up the good work.