
Subject: SSAOW Version 1.5

Posted by [Whitedragon](#) on Fri, 17 Mar 2006 11:08:41 GMT

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Medium feature/bug fix version.

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"Change Log"

Version 1.5:

- New: Ported to scripts 2.5.2.
 - New: A Bandwidth exploiter detector has been added. This will automatically detect players who attempt to use the BW exploit. See EnableBWDetector, BWDefault, and KickBWExploiters settings.
 - New: You can now put weapon presets into the disable list. This will stop them from appearing as spawn weapons and in the random weapon crate.
 - New: Setting Write_Gamelog_to_SSAOWlog has been added. If enabled this will make Gamelog write all its log messages to the SSAOW log (ie FDSLogRoot) instead of gamelog(2).txt.
 - New: Added additional translated presets to ssaow.ini.
 - BugFix: Fixed the objects file always being in use while the FDS is running.
 - BugFix: Fixed a crash bug that was triggered when you set Config in server.ini to anything other than svrcfg_cnc.ini.
 - BugFix: Disabled characters no longer appear in the random character crate.
 - BugFix: Disabled vehicles no longer appear in the random vehicle crate.
 - BugFix: The Gamelog_Archive_Logfiles setting now works on Windows.
 - BugFix: You are now refunded the proper amount of credits for buying a disabled alternate skin character.
 - Change: General Gamelog code cleanup.
-

Subject: Re: SSAOW Version 1.5

Posted by [reborn](#) on Fri, 17 Mar 2006 13:26:32 GMT

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Whitedragon wrote on Fri, 17 March 2006 06:08Medium feature/bug fix version.

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sweet

can now change the objects.* on the fly again
and the bandwidth detection feature is also very cool B)
plus the extra scripts available from 2.5.2 is very welcome

//hugs WhiteDragon

Subject: Re: SSAOW Version 1.5
Posted by [matty3k10](#) on Fri, 17 Mar 2006 21:40:09 GMT
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Quote:BugFix: Fixed the objects file always being in use while the FDS is running.

Your my hero!

Subject: Re: SSAOW Version 1.5
Posted by [EA-DamageEverything](#) on Fri, 17 Mar 2006 23:40:43 GMT
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"You are now refunded the proper amount of credits for buying a disabled alternate skin character"

Thank you so much for fixing this!

But wait, I found another Bug: Spawning as the CnC_Chicken crashes the server, spawning as a CnC_Visceroid will work.

EDIT2=

If ssaow Support is enabled in NR, it will set the default log path to renlog2, not ssaow.

Subject: Re: SSAOW Version 1.5

Posted by [theplague](#) on Fri, 07 Apr 2006 06:14:43 GMT

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:S is it just me or do other people with 56k speed connections get DC'd (after like 2 seconds = no connection) just after their ping goes off the chart..

well, i think this might be the bandwidth check (cos when it's pending, it's fine... just when you start playing...)

it was fine when i had 1.5mb but i went over my limit and got slowed to 56k...

Subject: Re: SSAOW Version 1.5

Posted by [Whitedragon](#) on Fri, 07 Apr 2006 06:43:33 GMT

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The game will set your BW no lower then 56000 when you're on 56k, this is the default BW SSAOW uses. If it was SSAOW somehow you'd also get a page before you disconnect.

Subject: Re: SSAOW Version 1.5

Posted by [Xpert](#) on Fri, 07 Apr 2006 07:06:30 GMT

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Whitedragon wrote on Fri, 17 March 2006 05:08Medium feature/bug fix version.

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All my favorites =P

Subject: Re: SSAOW Version 1.5
Posted by [theplague](#) on Sat, 08 Apr 2006 01:25:42 GMT
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well, it says the server default is 60000000 and you've been set to 60000000 ... so i dono... all it does is it sets you to the default, not your original BW setting when you entered the game.

Subject: Re: SSAOW Version 1.5
Posted by [Blazer](#) on Sat, 08 Apr 2006 13:51:22 GMT
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ssaow 1.5 crashes under linux in a call to Get_Random_Int. I am trying to do further debugging to find the cause.

Subject: Re: SSAOW Version 1.5
Posted by [Titan_HQ](#) on Wed, 12 Apr 2006 22:11:52 GMT
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theplague wrote on Fri, 07 April 2006 01:14:S is it just me or do other people with 56k speed connections get DC'd (after like 2 seconds = no connection) just after their ping goes off the chart..

well, i think this might be the bandwidth check (cos when it's pending, it's fine... just when you start playing...)

it was fine when i had 1.5mb but i went over my limit and got slowed to 56k...
i was wondering that myself

Subject: Re: SSAOW Version 1.5
Posted by [=HT=T-Bird](#) on Thu, 13 Apr 2006 12:03:59 GMT
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I'm wondering if we'll need a 1.5.1 SSAOW release in order to fix a nagging crash in the profile.cpp code...I am working on a C++ libinifile that should do the trick instead (with a thin wrapper, as my lib's interface is a class).

Subject: Re: SSAOW Version 1.5
Posted by [jonwil](#) on Thu, 13 Apr 2006 12:25:34 GMT
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what is this crash in profile.cpp?

As for ini file code, I have a better idea than writing new code (if we do in fact decide profile.cpp needs replacing). Lets use the code inside renegade. I can already do that, its just a matter of exposing the needed stuff where the scripts.dll can get at it
