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Subject: SSAOW Version 1.5 Released

Posted by [Whitedragon](#) on Sun, 19 Mar 2006 03:13:58 GMT

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Medium feature/bug fix version.

Windows Download

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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.
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Subject: Re: SSAOW Version 1.5 Released

Posted by [Goztow](#) on Thu, 23 Mar 2006 07:38:28 GMT

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Updated our server yesterday. Tested the BW-exploit fixer. It takes some seconds before I get the page but it works . Maybe for a next version you could also have it show up a tiny IRC-message?

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Subject: Re: SSAOW Version 1.5 Released

Posted by [ghost](#) on Wed, 21 Jun 2006 05:41:32 GMT

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The whole bandwidth thing to me sounds silly. It announces that to about 1/4 of the users that join

My serv. I got it when i was on a dialup connection.

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Subject: Re: SSAOW Version 1.5 Released  
Posted by [Goztow](#) on Wed, 21 Jun 2006 06:40:15 GMT  
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Ofcourse it has. Renegade auto detect bandwith is worse than bad and often puts people with dsl on 56k connection speed. This solves it.

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Subject: Re: SSAOW Version 1.5 Released  
Posted by [EA-DamageEverything](#) on Thu, 22 Jun 2006 01:07:31 GMT  
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The auto detect works fine as it should. It only pulls me down to 56k when I forget to switch my Router on.

I have 6Mbits down and 670Kbits up, Renegade puts me on 4M/1M. But I can agree, the BWexploitfixer works fine also.

Good players should set up Renegade up to LAN/T1 (1,5Mbits up AND down) manually if they have at least 128Kbits or more Upload.

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Subject: Re: SSAOW Version 1.5 Released  
Posted by [Goztow](#) on Thu, 22 Jun 2006 06:54:18 GMT  
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LAN/T1 = 2.000.000

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Subject: Re: SSAOW Version 1.5 Released  
Posted by [EA-DamageEverything](#) on Fri, 23 Jun 2006 01:20:41 GMT  
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T1 is an american Standard and 1,5Mbits=

European standards:  
E1: 2.048 Mbps  
E2: 8.448 Mbps  
E3: 34.368 Mbps

American standards:  
T1: 1.544 Mbps

T2: 6.312 Mbps  
T3: 44.736 Mbps

found on

[http://www.intel.com/personal/computing/emea/eng/do\\_more/broadband/speed\\_test.htm](http://www.intel.com/personal/computing/emea/eng/do_more/broadband/speed_test.htm)

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Subject: Re: SSAOW Version 1.5 Released  
Posted by [Goztow](#) on Fri, 23 Jun 2006 07:15:41 GMT  
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I'm just quoting the !getbw on T1/LAn connection, mate.

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