Subject: SSAOW 1.5/Scripts.dll Problem
Posted by dead6re on Thu, 08 Jun 2006 08:12:36 GMT

I installed SSAOW 1.5 from the black-cell's site. After trying to load them it opens the console and then crashes without displaying any text. This doesn't have with previous versions.

File Attachments
1) crashdump.txt, downloaded 198 times
2) crashdump1.txt, downloaded 137 times

Subject: Re: SSAOW 1.5 Problem
Posted by dead6re on Thu, 08 Jun 2006 16:23:40 GMT

```
class DEAD_Fly : public ScriptImpClass {
 void Created(GameObject *obj);
};

void DEAD_Fly::Created(GameObject *obj)
{
 Toggle_Fly_Mode(obj);
}

ScriptRegistrant<DEAD_Fly> DEAD_Fly_Registrant("DEAD_Fly","");
```

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When I compile the dll it is over 1mb big compared to the 800kb dll that you supply inside the archieve and the script is NOT detected in LevelEdit andn I cannot apply it to any presets.

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Also I was wondering where the includes part for custom .cpp and .h are. Currently I am using the SSAOW custom part but i tried the ordinary scripts.dll and placed it inside Neo and it did not work.

Subject: Re: SSAOW 1.5/Scripts.dll Problem
Posted by theplague on Tue, 13 Jun 2006 07:44:50 GMT

1) please make shore your in release compile mode.
2) there are many custom files added to scripts in SSAOW compaired to the original scripts release:
- Aow.cpp/.h

- Crates.cpp/.h
- changes to dllmain.cpp and engine.cpp/.h
- gamelog.cpp/.h
- might be some i forgot...

if you where to add that script, do it in aow.cpp/.h

as for craching at startup, check server configgeration and/or reinstall FDS sometimes helps OR install SSCP1, that helps out a few things.

Also make shore that latest BHS.dll is in your server folder

edit... lol, just noticed this post is like, a few days old...lol, oh well

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Subject: Re: SSAOW 1.5/Scripts.dll Problem
Posted by dead6re on Tue, 13 Jun 2006 08:44:26 GMT
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I have compiled in release mod. The problem of fact being it doesn't register my new script. I have also tried placing the script in various other files. I have made my own scripts before and they did work.

I run SSCP2 on the server and used the files inside the SSAOW 1.5 (default settings) and it still crashes.

Subject: Re: SSAOW 1.5/Scripts.dll Problem
Posted by Whitedragon on Tue, 13 Jun 2006 08:56:11 GMT
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Do you run a custom scripts.dll? The addresses in those crashdumps dont point to anything related to SSAOW.

Subject: Re: SSAOW 1.5/Scripts.dll Problem
Posted by dead6re on Tue, 13 Jun 2006 18:02:36 GMT
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Weird because I'm using the scripts.dll inside the 1.5 SSAOW download from black-cell.net
EDIT: Redownloaded and installed and now it all works :/

Subject: Re: SSAOW 1.5/Scripts.dll Problem
Posted by reborn on Tue, 13 Jun 2006 18:19:20 GMT
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I had a similar problem to this once too.. I found out the long way that every ssaow release has its own unique bhs.dll that must accompany it. I was using an older bhs.dll with the latest scripts.dll, which causes it to crash.

Subject: Re: SSAOW 1.5/Scripts.dll Problem
Posted by dead6re on Wed, 14 Jun 2006 12:20:00 GMT
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Yes, Reborn thats what I think I was doing because I didn't replace the bhs.dll because I thought I was already updated,

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