
Subject: Modding Trouble.

Posted by [Brandon](#) on Thu, 31 Aug 2006 04:50:34 GMT

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Ok, I'm trying to add AI bots and Nod Turrets and GDI Guard Towers and stuff to C&C_Islands.mix and some other common maps but the game keeps crashing.

I'm running NightRegulator with SSAOW 1.5 and the latest scripts.

I put the latest scripts in the scripts folder for LE and turned the objects.aow into objects.ddb and put it in the presets folder for LE. I opened C&C_Islands.lvl and modified it by adding a GDI Guard Tower and some building Klaxons in the GDI Infantry Barracks. I then saved and copied the objects.ddb, C&C_Islands.idd, and the scripts and put them in my FDS/data folder for the server. (Note: I did change the objects.ddb back to objects.aow). I started the server but it just crashes players that join the server. The game fully loads and all but anyone who joins crashes.

I need some help. How can I properly set this up so that players can join my server and play normal maps they already have without having to download a new/modified one I make?

Subject: Re: Modding Trouble.

Posted by [reborn](#) on Thu, 31 Aug 2006 09:33:00 GMT

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SSAOW 1.5 does NOT support AI bots. I am sure that 1.6 will do as WD knows how to resolve this issue.

Subject: Re: Modding Trouble.

Posted by [Oblivion165](#) on Thu, 31 Aug 2006 10:45:52 GMT

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Man, you guys need to make that a popup message everytime you start the thing. No one seems to get it.

Subject: Re: Modding Trouble.

Posted by [LR01](#) on Thu, 31 Aug 2006 14:58:07 GMT

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Reborn wrote on Thu, 31 August 2006 11:33SSAOW 1.5 does NOT support AI bots. I am sure that 1.6 will do as WD knows how to resolve this issue.

W..w...w..ill 1.6 include AI support, that would be awesome!

Subject: Re: Modding Trouble.
Posted by [YSLMuffins](#) on Thu, 31 Aug 2006 16:10:48 GMT
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Oblivion165 wrote on Thu, 31 August 2006 05:45Man, you guys need to make that a popup message everytime you start the thing. No one seems to get it.

If this is a common issue, I'll merge this with the FAQ thread if it is really prominent.

Subject: Re: Modding Trouble.
Posted by [Brandon](#) on Fri, 01 Sep 2006 01:06:31 GMT
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Thanks for telling me guys. That sucks though, but hopefully SSAOW 1.6 will work for me.

Subject: Re: Modding Trouble.
Posted by [jnz](#) on Fri, 01 Sep 2006 02:19:50 GMT
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i dont use ssaow the guys that create it wont release it in a late version of scripts.dll.

Subject: Re: Modding Trouble.
Posted by [Kamuix](#) on Fri, 01 Sep 2006 03:34:32 GMT
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It will be when SSAOW1.6 comes out, now shut your hole!

Subject: Re: Modding Trouble.
Posted by [jonwil](#) on Fri, 01 Sep 2006 04:37:40 GMT
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SSAOW 1.6 is going to include at least scripts.dll 2.9.2 (or 3.0 or 3.1 or whatever if thats whats out when its released)

Subject: Re: Modding Trouble.
Posted by [reborn](#) on Fri, 01 Sep 2006 07:02:45 GMT
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I actually do have a stock SSAOW 1.5 that I slightly altered to support AI bots, and a small piece of gamelog code changed to stop a crash bug. If you want it and the source then PM me and I will

e-mail it to you with the source code.

Subject: Re: Modding Trouble.

Posted by [LR01](#) on Fri, 01 Sep 2006 14:54:13 GMT

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If I could anything with it....

(the most that could do anything with it anyway would have changed it themself, I guess atleast)

Subject: Re: Modding Trouble.

Posted by [reborn](#) on Sat, 02 Sep 2006 10:44:21 GMT

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Well I mean't you can have the source code and the actual compiled scripts.dll, so you have SSAOW 1.5 but with a couple of minor changes in the code to allow support for AI bots.
