
Subject: co-op server
Posted by [jnz](#) on Sun, 17 Sep 2006 22:45:46 GMT
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if anyone is interested, i am creating a cop-op server but i cannot create .ldd files very well. if someone can some maps for my server i will be very happy plus you will be credited in the motd

Subject: Re: co-op server
Posted by [Ivan275](#) on Sun, 17 Sep 2006 23:24:19 GMT
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what exactly is in the ldd file? Cause I'm working on coop maps aswell. I can make a nice map with nice objectives just my bots need some work...

Subject: Re: co-op server
Posted by [jnz](#) on Sun, 17 Sep 2006 23:35:59 GMT
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an ldd file is just a setting file (i think) the mix file is the map itself with all the default options like building controller etc... and ldd is an override of the defaults

Subject: Re: co-op server
Posted by [Ivan275](#) on Mon, 18 Sep 2006 01:29:20 GMT
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wait wait wait
The .mix is the full map with all the files and settings, objects, textures, ground, spawners...
when you are making/editing a coop map in LE, LE will create the ldd file for you

Subject: Re: co-op server
Posted by [jnz](#) on Mon, 18 Sep 2006 06:38:42 GMT
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Ivan275 wrote on Mon, 18 September 2006 02:29
wait wait wait
The .mix is the full map with all the files and settings, objects, textures, ground, spawners...
when you are making/editing a coop map in LE, LE will create the ldd file for you

Quote:
an ldd file is just a setting file (i think) the mix file is the map itself with all the default options like building controller etc... and ldd is an override of the defaults

Subject: Re: co-op server

Posted by [Ivan275](#) on Mon, 18 Sep 2006 07:10:27 GMT

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I guess you can ignore what I posted I was a little drunk, lol. For the coop maps I'm making the the ldd file in in the mix so i got confused as to why you would want someone to create just the ldd and not just a working mix.

If you find out for me what makes bots turn around faster on some servers and slow on others I can/am/will make the maps. For some stupid reason my bots turn SLOW. (setting server bot turn rate 25 or 180 or 500 does nothing to the clients, the bots still turn slow for all players, 20-40 is the turn rate the players see no matter what my server has.)

Subject: Re: co-op server

Posted by [Babekida](#) on Mon, 18 Sep 2006 08:56:50 GMT

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i know how u can make u bots turn faster.

more i got the problem els i make bots and load my server on ssaow me server crash how u fix that ???

Subject: Re: co-op server

Posted by [Ivan275](#) on Mon, 18 Sep 2006 09:02:11 GMT

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you get a older version of ssaow, 1.5 ssaow does not support bots it will crash.

PLZ share how you make bots turn fast in this tread

<http://www.renegadeforums.com/index.php?t=msg&th=21066&start=0&rid=21570>

Subject: Re: co-op server

Posted by [Babekida](#) on Mon, 18 Sep 2006 09:04:23 GMT

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What version do you use then?

els im at me home PC i post here a SS how u can make it Turn Faster.

Subject: Re: co-op server

Posted by [Ivan275](#) on Mon, 18 Sep 2006 09:11:32 GMT

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honestly i have no idea, a friend sent it to me, and that's what i use and modify to make it do what i want. It may be a fixed 1.5 for all i know...

sversion = bhs.dll in 2.7000

Edit: You know it may be modified/fixed 1.5

```
const char *Ver = "1.5";
```

Subject: Re: co-op server

Posted by [Babekida](#) on Mon, 18 Sep 2006 09:25:56 GMT

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can ask you friend if he can send it to me.
or can you send it.

Subject: Re: co-op server

Posted by [Ivan275](#) on Mon, 18 Sep 2006 09:41:14 GMT

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I can't send it, it's heavily modded by him and me and he has a bunch of things in it that he doesn't want public just yet. Try and use 1.4 and see if it works for you
<http://black-cell.net/SSAOW1.4.zip>

Subject: Re: co-op server

Posted by [Babekida](#) on Mon, 18 Sep 2006 09:48:19 GMT

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1.41 dont work.

already Try

Subject: Re: co-op server
Posted by [sycar](#) on Mon, 18 Sep 2006 10:03:57 GMT
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just wait a while for 1.6 to be released the bot problem is fixed in this. An linux if you ever need any help or support on your modding im more then happy to offer advice. Check silverbullet 5-a-side to see my work

Subject: Re: co-op server
Posted by [LR01](#) on Mon, 18 Sep 2006 15:35:45 GMT
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can you also make a server without 10 sec respawners?
when I'm on a co-op server with less plp I only can kill endless respawners

Subject: Re: co-op server
Posted by [jnz](#) on Mon, 18 Sep 2006 17:31:23 GMT
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if someone does help me i will do so if there is 2 poeple in the server it spawns 20 sec if there are 10 poeple in the server it spawns at 10 sec etc...

that should be doable with a few scripts

Subject: Re: co-op server
Posted by [dead6re](#) on Mon, 18 Sep 2006 17:37:50 GMT
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If you know anything in C++, you will find that the bug should be occuring in the "Killed" event for soliders I believe.

Subject: Re: co-op server
Posted by [jnz](#) on Mon, 18 Sep 2006 17:39:56 GMT
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what bug, explane it a bit more and i will have a look.

Subject: Re: co-op server
Posted by [dead6re](#) on Mon, 18 Sep 2006 17:44:09 GMT
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The bug that SSAOW 1.5 crashes when you use bots.

Subject: Re: co-op server
Posted by [jnz](#) on Mon, 18 Sep 2006 23:04:55 GMT
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is there any sources to Cat998's ported ssaow?

Subject: Re: co-op server
Posted by [jnz](#) on Tue, 19 Sep 2006 07:02:16 GMT
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never mind, i will have to port it myself probably.

anyway after a quick look(i need to go to school), i think the problem could be in this line.

```
std::string killer(Get_Player_Name(shooter))
```

but i dont know the whole problem so at the moment i cant find out.

Subject: Re: co-op server
Posted by [Ivan275](#) on Tue, 19 Sep 2006 08:22:24 GMT
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yes std::string killer(Get_Player_Name(shooter)) is what crashes the server. You can't get the name of the bot with Get_Player_Name.

A supper easy Fix 1 in ssaow.ini find ShowPlayerKillMessage=1 and change to ShowPlayerKillMessage=0 no more server crashes.

If you actually need some kill message then you can do Easy fix 2 in aow.cpp file find M00_GrantPowerup_Created::Killed about 30 lined later find std::string killer(Get_Player_Name(shooter)) replace with std::string killer("BOT") then just build scripts. This will only work if your server is coop only.

now if for some reason you need to know what kind of bot killed the palyer you can do Fix 3 in aow.cpp file find M00_GrantPowerup_Created::Killed and find else if (!Is_Soldier(shooter))

```
{  
    char KillMsg[512];  
    sprintf(KillMsg,"The %s killed %s  
(%s)",Translate_Preset(shooter),Get_Player_Name(obj),Get_Preset_Info(obj));  
    FDSMessage(KillMsg,"_PLAYERKILL");  
}
```

```

}
else
{
    std::string killer(Get_Player_Name(shooter)),
and replace with     else if (!Is_Soldier(shooter))
    {
        char KillMsg[512];
        sprintf(KillMsg,"The %s killed %s
(%s)",Translate_Preset(shooter),Get_Player_Name(obj),Get_Preset_Info(obj));
        FDSMessage(KillMsg,"_PLAYERKILL");
    }
    else if (Get_Player_ID(shooter)==-1)
    {
        char KillMsg[512];
        sprintf(KillMsg,"The %s killed %s
(%s)",Translate_Preset(shooter),Get_Player_Name(obj),Get_Preset_Info(obj));
        FDSMessage(KillMsg,"_PLAYERKILL");
    }
}
else
{
    std::string killer(Get_Player_Name(shooter)),then add all the bots names on your maps to
ssaow.ini [Translated_Preset] sercion and replace your bots stupid names with something you like
berre ex. Nod_RocketSoldier_2SF_LaserRifle="BlackHand Laser Chaingunner"

```

Subject: Re: co-op server
Posted by [reborn](#) on Tue, 19 Sep 2006 10:39:32 GMT
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Just replace "is_soldier" with "is_a_star" everywhere you see it, otherwise it will think that the bot is an actual player.

Subject: Re: co-op server
Posted by [EvilWhiteDragon](#) on Tue, 19 Sep 2006 14:44:43 GMT
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help-linux wrote on Tue, 19 September 2006 01:04is there any sources to Cat998's ported ssaow?
Yes, I can get them for you if you want ? just PM or something and I will get them for you

Subject: Re: co-op server
Posted by [jnz](#) on Tue, 19 Sep 2006 15:07:23 GMT
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iv had an idea so it will work on all servers coop or not. i will port it myself as i want an idea of how it works and so it will be easier to port to scripts 3.0

Subject: Re: co-op server

Posted by [jnz](#) on Tue, 19 Sep 2006 15:19:25 GMT

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Ivan275 wrote on Tue, 19 September 2006 09:22[

```
else if (!Is_Soldier(shooter))
{
char KillMsg[512];
sprintf(KillMsg,"The %s killed %s
(%s)",Translate_Preset(shooter),Get_Player_Name(obj),Get_Preset_Info(obj));
FDSMessage(KillMsg,"_PLAYERKILL");
}
else if (Get_Player_ID(shooter)==-1)
{
char KillMsg[512];
sprintf(KillMsg,"The %s killed %s
(%s)",Translate_Preset(shooter),Get_Player_Name(obj),Get_Preset_Info(obj));
FDSMessage(KillMsg,"_PLAYERKILL");
}
else
{
std::string killer(Get_Player_Name(shooter)),
```

it can be done like this:

```
else if (!Is_Soldier(shooter) || Get_Player_ID(shooter)==-1)
{
char KillMsg[512];
sprintf(KillMsg,"The %s killed %s
(%s)",Translate_Preset(shooter),Get_Player_Name(obj),Get_Preset_Info(obj));
FDSMessage(KillMsg,"_PLAYERKILL");
}
else
{
std::string killer(Get_Player_Name(shooter)),
```