
Subject: SSAOW 1.5 With AI Bot Fix
Posted by [_SSnipe_](#) on Mon, 11 Jun 2007 22:17:03 GMT
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today i downloaded it from game-maps.com and replaced my files with them so my shit wont crash when adding bots.....but now my serv along with brenbot starts up then just closes? why?

Subject: Re: SSAOW 1.5 With AI Bot Fix
Posted by [BlueThen](#) on Tue, 12 Jun 2007 00:18:34 GMT
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joe937465 wrote on Mon, 11 June 2007 17:17today i downloaded it from game-maps.com and replaced my files with them so my shit wont crash when adding bots.....but now my serv along with brenbot starts up then just closes? why?
You shouldn't cuss are your age.

Did you set the options right? Be more specific. :/

Edit: This topic belongs in the fds section btw

Subject: Re: SSAOW 1.5 With AI Bot Fix
Posted by [_SSnipe_](#) on Tue, 12 Jun 2007 01:39:49 GMT
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i just got the files in the zip scripts.dll scripts2.dll ssaow.ini and objects.ddb in the right folders it overwrite the other ones i click run and it opens my ren thats already open and then without ren open the serv it opens says loading ssaow 1.5 then just closes

Subject: Re: SSAOW 1.5 With AI Bot Fix
Posted by [zunnie](#) on Tue, 12 Jun 2007 12:08:35 GMT
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If im not mistaken you have topics about making changes serverside with objects.ddb in the mod forum. If you replaced the objectsfile with the aibotfix one then there will be problems, obviously you have to leave the objects you modded earlier...

Subject: Re: SSAOW 1.5 With AI Bot Fix
Posted by [_SSnipe_](#) on Wed, 13 Jun 2007 06:30:05 GMT
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i think it works now i think.....
