
Subject: Mod working on LAN Server but not on FDS?

Posted by [rrutk](#) on Wed, 26 Aug 2009 20:50:02 GMT

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We set up a FDS for the Virtual Westwood Museum Mod.

Unfort. some problems occurred.

If I set up the mod through my computer as LAN-Game, all works fine.

If we set it up as FDS, strange things happened.

E.g. parts of the new purchase logic dont work ("Item presently not in stock").

A included scripting zone for character change dont work. Instead of that a strange blue bow of light appeared (like in Glacier_Flying). If I enter the area of the scriptzone, connection to server is lost.

Have no idea. Must be something with serverside scripts...

Subject: Re: Mod working on LAN Server but not on FDS?

Posted by [reborn](#) on Wed, 26 Aug 2009 20:54:49 GMT

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A LAN game (unless on a dedicated server) uses your client scripts.dll, your own game client scripts file.

The FDS probably uses a different scripts.dll file to your client. If your client scripts.dll works fine then you need to install that version on the FDS (probably 3.4.4 maybe?).

Subject: Re: Mod working on LAN Server but not on FDS?

Posted by [rrutk](#) on Thu, 27 Aug 2009 06:17:58 GMT

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didnt work

if some1 would help, i would appreciate it.

otherwise i have to give it and the project is dead....

may be somethign with serverside / clientside mod?

Subject: Re: Mod working on LAN Server but not on FDS?

Posted by [reborn](#) on Thu, 27 Aug 2009 07:21:13 GMT

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Have you attached scripts to presets in level edit? Or made any changes in level edit? I am beginning to suspect you have your client objects.ddb file set-up for the mod (works in LAN), but not the server...

Subject: Re: Mod working on LAN Server but not on FDS?

Posted by [rrutk](#) on Thu, 27 Aug 2009 08:09:34 GMT

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reborn wrote on Thu, 27 August 2009 02:21 Have you attached scripts to presets in level edit? Or made any changes in level edit? I am beginning to suspect you have your client objects.ddb file set-up for the mod (works in LAN), but not the server...

yes, there are a lot of scripts attached to presets in leveledit.
and made hundreds of changes in LE.

so i guess, you are right with the problem...

how to setup the objects.ddb for serverside?

would PM you something, but my PM privileges seems to be removed.

Subject: Re: Mod working on LAN Server but not on FDS?

Posted by [reborn](#) on Thu, 27 Aug 2009 08:15:12 GMT

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Open up your level edit's mod package directory, there is a folder in there called presets (I think it's called presets, my memory is terrible in the morning!). There should be a file called objects.ddb in there. If you have simply set-up a normal renegade FDS then you'll need to copy and paste that file into your servers data directory. If however you're running SSAOW, you'll need to rename it to objects.aow, and if the server is running SSGM 2.00 or 2.01 it has to be called objects.gm (may need you to define it in the ssg.ini file too). For SSGM 2.02 you have to make the file extension entry yourself in the ssgm.ini file.

I actually prefer thing publically anyway, rather than PM. Someone else in the future might read this thread and it helps them too.

Subject: Re: Mod working on LAN Server but not on FDS?

Posted by [rrutk](#) on Thu, 27 Aug 2009 08:20:10 GMT

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will try as soon as i reach home.

thx a lot!!

Subject: Re: Mod working on LAN Server but not on FDS?

Posted by [reborn](#) on Thu, 27 Aug 2009 08:32:17 GMT

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No worries

Subject: Re: Mod working on LAN Server but not on FDS?

Posted by [cnc95fan](#) on Thu, 27 Aug 2009 09:21:21 GMT

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..I'll make a working FDS for you.

edit: assuming it's 0.33 beta

Subject: Re: Mod working on LAN Server but not on FDS?

Posted by [rrutk](#) on Thu, 27 Aug 2009 10:12:57 GMT

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cnc95fan wrote on Thu, 27 August 2009 04:21..I'll make a working FDS for you.

edit: assuming it's 0.33 beta

yes, it is.

we already set it up.

hope to fix the bug (copy the file rebon mentioned) this evening.

if its still not running fine after this, i would appreciate your help!

Subject: Re: Mod working on LAN Server but not on FDS?

Posted by [rrutk](#) on Thu, 27 Aug 2009 17:36:12 GMT

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No, it wasnt the objects.ddb!!!

It was some of the additional server stuff, like BRenBot, BIATCH, SSGM or something.

BIATCH says: "xxx tried to buy a secret unit" while i got "item not in stock" and this made me focus on that.

I had all this stuff installed on my computer's FDS too and got the same problems.

E.g.

- cant purchase some items (found out those i inserted into the secret vehicles list)
- script zone for character change to visceroid didnt work
- second map didnt work at all, because players starts within a script zone

Now I made a plain installation, only FDS + Scripts 3.4.4 + MyMod (no objects.dbb) and it works now!!!

Ok, but now...how to get the FDS AND THE BOT running without bugs??? Is it only biatch???

Subject: Re: Mod working on LAN Server but not on FDS?

Posted by [Omar007](#) on Thu, 27 Aug 2009 20:45:42 GMT

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In the root folder of your FDS (..\Server\) you'll see a folder called 'cfg'. Go in it and go to the folder 'biatch'. Edit the first option in main.ini and change it to 'no'.

[General]

; Block secret (extra) characters and vehicles from being purchased and send a
; message to the console.

BlockSecretPurchases=no

NOT NECESARRY IF YOU DONT USE THE STANDARD EXTRA CHARACTERS

Also if you have SSGM installed click on ssgm.ini in your FDS root and find (near bottom) and remove 'extras' from the 'DisableList=Extras'. Or put a ; in front ^^

; Disable List - Here, you can set up any amount of lists of vehicles/characters/weapons that should be disabled.
; Any vehicles and characters listed here will be removed from the PT and will not appear in the Random Character and
Random Character and
; Vehicle Crates.
; Any weapons listed here will not show up as spawn weapons or in the Random Weapon Crate. Players will still spawn with
; that weapon, however. You must put both the weapon preset and weapon powerup preset in the list to disable it properly.
;
; The DisabledList= key should be defined either in the General or map specific section above, and the value should be set
; to the name of the list you define below. For example:

```
;
;
;
;
; [C&C_Field.mix]
; DisableList=
;
;
;
; List Extras defined below is a test list. This list disables the extra vehicles/characters.
;
;
; Note: The sequence in the key values must go in order. When the next sequence is not found,
; the list will halt.
;
; [Extras]
; 01=CnC_GDI_Mutant_0_Mutant
; 02=CnC_Nod_Mutant_0_Mutant
; 03=CnC_GDI_Mutant_1Off_Acolyte
; 04=CnC_Nod_Mutant_1Off_Acolyte
; 05=CnC_GDI_Mutant_2SF_Templar
; 06=CnC_Nod_Mutant_2SF_Templar
; 07=CnC_Civilian_Pickup01_Secret
; 08=CnC_Civilian_Sedan01_Secret
; 09=Nod_Chameleon
```

Subject: Re: Mod working on LAN Server but not on FDS?
Posted by [rrutk](#) on Thu, 27 Aug 2009 21:57:05 GMT
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ok, the extras are working now, thx.

but there is still a problem with 2 scriptzones, which work fine on a plain FDS+scripts3.4.4, but not with SSGM/Bot installed.

- one zone is changing the character of the person who enters it into visceroid. with ssgm/bot nothing happens but connection to server will be lost....?!?!?

- another zone is a zone where the players starts in after the map loaded. it triggers something. works fine on plain FDS, make the map chrashing with SSGM/Bot.

Subject: Re: Mod working on LAN Server but not on FDS?
Posted by [rrutk](#) on Fri, 28 Aug 2009 06:37:46 GMT
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The logical question is: what part of serverside software (not FDS) could make a scriptzone not working but chrashing the game on entry of the zone???

Zone 1:

- should trigger character purchase (visceroid) on entry. works fine with plain FDS.
- with additional serverside software it doesnt work, but player will lose connection to the game

Zone 2:

- first entry will trigger some events (real mapstart, an explosion and more...)
- works fine with plain FDS
- with additional serverside software it doesnt work, but causes gameplay pending

BIATCH is now DEACTIVATED!

Subject: Re: Mod working on LAN Server but not on FDS?

Posted by [danpaul88](#) on Fri, 28 Aug 2009 06:40:16 GMT

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It can only be BIATCH doing that, BRenBot cannot interfere with the actual game itself.

Subject: Re: Mod working on LAN Server but not on FDS?

Posted by [rrutk](#) on Fri, 28 Aug 2009 06:41:26 GMT

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danpaul88 wrote on Fri, 28 August 2009 01:40It can only be BIATCH doing that, BRenBot cannot interfere with the actual game itself.

BIATCH caused the bug with the secret units.

But its deactivated now and the bugs with the scriptzones still appear (see my posting above).

SSGM is still running.

Subject: Re: Mod working on LAN Server but not on FDS?

Posted by [reborn](#) on Fri, 28 Aug 2009 07:11:19 GMT

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Have you tried not using SSGM, but just the 3.4.4 scripts.dll?

Subject: Re: Mod working on LAN Server but not on FDS?

Posted by [rrutk](#) on Fri, 28 Aug 2009 08:16:19 GMT

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the server own dont want to shut SSGM down, because its running the bot. thats why im looking for the special problem.

i've tried it on my own computer, and not running anything else works fine.

Subject: Re: Mod working on LAN Server but not on FDS?

Posted by [rrutk](#) on Fri, 28 Aug 2009 08:17:12 GMT

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doublepost, sry

Subject: Re: Mod working on LAN Server but not on FDS?

Posted by [reborn](#) on Fri, 28 Aug 2009 08:18:05 GMT

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Then you need to debug, the visual studio debugger should give useful information upon the server crash.

Subject: Re: Mod working on LAN Server but not on FDS?

Posted by [rrutk](#) on Fri, 28 Aug 2009 14:16:58 GMT

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mmh..how to debug a server?

isnt there a logical explanation...?

Subject: Re: Mod working on LAN Server but not on FDS?

Posted by [reborn](#) on Fri, 28 Aug 2009 14:21:48 GMT

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Well, if scripts are crashing your server from SSGM, then you need to debug those scripts. Best solution I can think of is to attach the server.dat to the debugger in visual studio (with the SSGM source code open), wait for the crash, and see what info you can get from that...
