Subject: SSAOW 1.5/Scripts.dll Problem

Posted by dead6re on Thu, 08 Jun 2006 08:12:36 GMT

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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 216 times
- 2) crashdump1.txt, downloaded 152 times

## Subject: Re: SSAOW 1.5 Problem

Posted by dead6re on Thu, 08 Jun 2006 16:23:40 GMT

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```
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","");
```

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 and I cannot apply it to any presets.

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
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- 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

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,