

---

Subject: SSAOW 1.5/Scripts.dll Problem

Posted by [dead6re](#) on Thu, 08 Jun 2006 08:12:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

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 195 times
  - 2) [crashdump1.txt](#), downloaded 132 times
- 

---

Subject: Re: SSAOW 1.5 Problem

Posted by [dead6re](#) on Thu, 08 Jun 2006 16:23:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

```
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 archive and the script is NOT detected in LevelEdit andn 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

[View Forum Message](#) <> [Reply to Message](#)

---

- 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  
[View Forum Message](#) <> [Reply to Message](#)

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  
[View Forum Message](#) <> [Reply to Message](#)

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  
[View Forum Message](#) <> [Reply to Message](#)

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  
[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

---

Yes, Reborn thats what I think I was doing because I didn't replace the bhs.dll because I thought I was already updated,

---