Subject: 2.9
Posted by FrAM on Fri, 18 May 2007 23:43:52 GMT
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recently got this and now i keep getting a problem with vehicle shells, anyone know a link where i can get upgrade to fix it?

Subject: Re: 2.9
Posted by AoBfrost on Sun, 20 May 2007 23:59:48 GMT
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Only way is to edit scripts.dll, my friend edited his and his shells worked again.

Subject: Re: 2.9
Posted by Cat998 on Mon, 21 May 2007 02:22:15 GMT
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bullshit.

You can't update your server to 2.9, because with doing that you
are overwriting SSAOW. That's the problem. You can't upgrade
it to 2.9 version.

Subject: Re: 2.9
Posted by AoBfrost on Mon, 21 May 2007 13:30:07 GMT
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Yea, my clan's server is using 2.9 scripts.dll but even then all of us had shell issues and we had to shut down server for a while to see what was wrong, after our modder did his stuff, it all worked again, but even so, going to other servers with older scripts.dll will still cause shell issues.

Subject: Re: 2.9
Posted by Cat998 on Mon, 21 May 2007 13:53:37 GMT
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scripts.dll 2.9 doesn't have any tank shells.
What you are talking about is SSAOW, or the SSAOW version
ported to 2.9.2 core by me.

Subject: Re: 2.9
Posted by AoBfrost on Mon, 21 May 2007 15:51:04 GMT
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SSAOW is probably the issue then, whenever I play on servers with it, sometimes I have problems, othertimes i dont, then when i play on servers with 3.1.4 SSAOW I get screwed all the time, shells never work.

Subject: Re: 2.9
Posted by danpaul88 on Mon, 21 May 2007 15:55:55 GMT
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There is no such thing as 3.1.4 SSAOW

Subject: Re: 2.9
Posted by AoBfrost on Mon, 21 May 2007 16:06:34 GMT
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I read things about Versions of ssaow being combined into people's own ssaow and they happen to call it 3.1.4, i have been to servers even showing messages saying update scripts so you can experiance the changes, not sure, but at those distinct servers, I get screwed 24/7 with shells not wanting to die/repair.

Subject: Re: 2.9
Posted by jnz on Mon, 21 May 2007 16:10:36 GMT
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AoBfrost wrote on Mon, 21 May 2007 17:06I read things about Versions of ssaow being combined into people's own ssaow and they happen to call it 3.1.4, i have been to servers even showing messages saying update scripts so you can experiance the changes, not sure, but at those distinct servers, I get screwed 24/7 with shells not wanting to die/repair.

Thats a bug in SSGM (SSAOW 2.0).

Subject: Re: 2.9
Posted by danpaul88 on Mon, 21 May 2007 16:13:03 GMT
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3.1.4 scripts.dll is NOT SSAOW. SSAOW is built on TOP of the scripts.dll that jonwil makes, and has a completely different version number.

Servers with SSAOW either use SSAOW 1.5 (which has scripts.dll 2.6 or so) or SSAOW 1.5 ported to 2.9.2, which uses scripts.dll 2.9.2 but is still SSAOW 1.5.

EDIT: If your using SSGM 2.0 see GameModdings post above this one