Subject: 0 Bug happening on the servers...
Posted by Alkaline on Thu, 02 Dec 2004 03:00:02 GMT
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Don't know whats going on but the 0 bug seems to happening consistantly on many servers... I dont' know if its a client side problem or a server side problem

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Subject: 0 Bug happening on the servers...
Posted by Titan1x77 on Thu, 02 Dec 2004 04:44:51 GMT
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It's due to the updated always2.dat

Seems like BHS has a problem!!

Subject: 0 Bug happening on the servers...
Posted by mac on Thu, 02 Dec 2004 09:09:54 GMT
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Someone should run some tests, to find out what exactly is happening.. it's either Always2.dat or the modified mix files..

Subject: 0 Bug happening on the servers...
Posted by mac on Thu, 02 Dec 2004 10:10:28 GMT
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the 0 bug is usually caused by mismatched objects.ddb. The SSAOW mod uses objects.ddb renaming to bind scripts to server side presets.

technically, that's a different objects.ddb on the server, than on the client. that could cause the mismatch.

Since CP1 is using a modified version of SSAOW, it's also using a objects.ddb.

Try removing objects.ddb from the data dir, and try it out. SSAOW won't work as expected anymore, though..

This is the most likley scenario, why this is happening. We are seeing an increase in SSAOW servers now, thanks to CP1.

Subject: 0 Bug happening on the servers...
Posted by vloktboky on Fri, 03 Dec 2004 04:46:30 GMT

Mac, when Dragonade was hosted on the Black-Cell servers, it used the exact same method for controlling the preset tree as the SSAOW mod uses. I developed that workaround to avoid the 0 bug; it works flawlessly. As long as the file is named objects.ddb and exists in your data folder only during the time interval that a new map is being loaded, you will not get the 0 bug. No problems have ever occurred during the eight month time span a modified preset tree was used on the Black-Cell servers.

As long as the file is able to rename itself to objects.ddb when a map begins to load and to bjects.ddb when the map is finished loading, the modified preset tree will be loaded and no 0 bug will show itself. I'm telling you this from past experience. If you want to investigate down this road further, I'd suggest looking into reasons why the file may not be renaming itself, such as an already existing bjects.ddb file in the Data folder from a leftover mod.

P.S. I'm glad to see you are keeping this mod alive. At least I know I didn't make it for nothing.

Subject: 0 Bug happening on the servers...
Posted by mac on Fri, 03 Dec 2004 08:51:23 GMT

I think some servers have a objects.ddb that cannot be renamed - either be having a bjects.ddb in there which blocks the renaming, or some other error. I also know of at least one fact where timing is really bad and it is renaming too late, the 0 bugs hits then eventually.

v00d00 and I are working on a solution, getting rid of the renaming alltogether, and getting renegade to read the modified presets without causing a version mismatch. Works quite good so far. Will release an updated CP1 Server Side Installer then.

Yeah, I'm doing all I can.. I also plan for the future to combine SSTCTF, SSAOW, CTM and any other server side mods I can into one big mod.. doesn't look too hard!

Subject: 0 Bug happening on the servers...
Posted by mac on Sat, 04 Dec 2004 21:07:15 GMT

Okay, it's done

Released Serverside CP1 1.1

Fixes zero bug on SSAOW, gets rid of renaming objects.ddb -> bjects.ddb (and thus causing zero bug if it fails for some reason), fixes non working C&C Under, and adds a option in SSAOW to disable gamelog.

http://download.blackhand-studios.org/SS-CP1.1.exe

(Linux version coming soon)

Subject: 0 Bug happening on the servers...
Posted by Alkaline on Sat, 25 Dec 2004 18:42:44 GMT
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0 bug still happens even with this...