Subject: SSAOW 1.3.4 released
Posted by mac on Tue, 03 May 2005 08:22:52 GMT
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SSAOW 1.3.4 has been released for win32 which provides a fix for the cheating exploits. Have fun.

Changelog:
  - BugFix: Exploit Fixes for NoName/HostName/Non Printable Player Names
  - BugFix: Crates can be disabled now
  - BugFix: GDI not being able to kill "GDI Wreckages"
  - BugFix: Nod not being able to kill "Nod Wreckages"
  - BugFix: Wreckages will no longer be attacked by base defenses.
  - BugFix: People no longer get points for repairing wreckages.
  - Bugfix: Dropscript for GDI/Nod Flametank fixed
  - New: new server2.ini with updated/added coordinates for crates

Download:
http://www.blackhand-studios.org/downloads/ssaow_134.zip

Subject: SSAOW 1.3.4 released
Posted by reborn on Tue, 03 May 2005 15:25:50 GMT
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installing now   nice one mac

Subject: SSAOW 1.3.4 released
Posted by Majiin Vegeta on Tue, 03 May 2005 16:49:29 GMT
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good work

Subject: SSAOW 1.3.4 released
Posted by RTsa on Tue, 03 May 2005 18:10:33 GMT
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Nice!
I especially like this
Quote: - BugFix: Exploit Fixes for NoName/HostName/Non Printable Player Names
Finally those won't spoil the game for everyone else!

Subject: SSAOW 1.3.4 released

Posted by ghostSWT on Tue, 03 May 2005 19:26:17 GMT

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Quote: - BugFix: Exploit Fixes Non Printable Player Names you should of made it so only A-Z, a-z, 0-9 for WOL mode and < 10 char and gave an option to disable it if WOL spy is running, and for GSA include all other things that can be used.

Also would it make the code faster if you get player score b4 you do the name checking? So if they have > 100 points you don't have to check the names?

And lastly i joined with a name of "á" (chr 160)and nothing happened to me, shouldn't that be considered a one printable char? I would say make so you can only use keys that can be made without the use of Alt

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Subject: Re: SSAOW 1.3.4 released
Posted by Spoony_old on Tue, 03 May 2005 19:31:01 GMT

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macChangelog:
  - BugFix: Exploit Fixes for NoName/HostName/Non Printable Player Names
awww damn, I was having fun with those tards

Subject: SSAOW 1.3.4 released
Posted by Creed3020 on Tue, 03 May 2005 19:57:19 GMT

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Thanks mac, and to anyone else that had their hand in on this. Once our server is back online this will be installed and running!

Subject: a
Posted by Jae on Sun, 08 May 2005 01:22:28 GMT

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hmm,
  Plan on adding DDE Server in the next version/update?
Also, Here are a few suggestion's for ssoaw:
Log Ingame message's to ssoaw:
  (_MESSAGE <team> <message>)
Have player joins output to logfile like so:
  (_JOIN <team>)

Those were just off top of my head, the reason that would be helpful, is FDS logs Join's and

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Message's with a shitty output, And I like ssoaw's Syntax using "_<category>" Very useful.

-:Thank you for your time: -
Jae

Subject: SSAOW 1.3.4 released
Posted by mac on Sun, 08 May 2005 13:10:01 GMT
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Provide me with a patch with your suggested changes, and I'll add it to the next version.

Subject: Re: a
Posted by vloktboky on Thu, 12 May 2005 19:27:00 GMT
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JaeThose were just off top of my head, the reason that would be helpful, is FDS logs Join's and Message's with a shitty output, And I like ssoaw's Syntax using "_<category>" Very useful.

I'm glad someone found them useful.

I like how you are keeping this thing going mac, but some of those things you mentioned weren't bugs to begin with.

Subject: SSAOW 1.3.4 released
Posted by jd422032101 on Thu, 12 May 2005 22:02:47 GMT
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good work

Subject: SSAOW 1.3.4 released
Posted by matty3k10 on Sat, 14 May 2005 18:24:15 GMT
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Um, I dont know if I am the only one having this problem but with this version the server2.ini text is all gammed togeather. Any way I can make it look "nice" again?

Subject: SSAOW 1.3.4 released
Posted by ghostSWT on Sat, 14 May 2005 20:30:25 GMT
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use wordpad to open it, and everyone has that, not just you, i guess WinWord, MSWord or Wordperfect may work...

Subject: SSAOW 1.3.4 released
Posted by matty3k10 on Sat, 14 May 2005 21:33:04 GMT
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Ah, thank you works now.

Subject: SSAOW 1.3.4 released
Posted by Sibercat on Sun, 15 May 2005 03:40:07 GMT
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:twisted:

Subject: SSAOW 1.3.4 released
Posted by andysh on Tue, 17 May 2005 08:33:09 GMT
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Yea, i think if you add DDE or SendMessage() would even be better   Great work anyways guys

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Subject: SSAOW 1.3.4 released
Posted by dead6re on Tue, 17 May 2005 12:18:17 GMT
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To include Messages that people send would be very difficult if not impossible unles you read the memory. And joins would be just as hard.

Subject: SSAOW 1.3.4 released
Posted by Cat998 on Tue, 17 May 2005 14:37:59 GMT
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Please dont talk about things here, you do not unterstand

thx

Subject: SSAOW 1.3.4 released
Posted by __PISTOL_ on Thu, 26 May 2005 02:49:51 GMT

Is the objects.aow unedittable? Because I keep editting it closely and making sure presets are correct and when I try it the stuff I've changed and added doesn't show up but everything that has to do with the map other then presets works:\