Subject: Mod for SSAOW 1.5 (release)
Posted by reborn on Sat, 02 Jun 2007 11:46:31 GMT
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I would like to state from the beginning that all I did here was port some old Dragonade code released by Vloktboky into SSAOW 1.5, created by Whitedragon.
I fixed some bugs and improved it slightly, and added a couple more features. But basically this is at it's core, just dragonade code slapped into SSAOW.

I would also like to mention that this is just a pre-release. I think that all the bugs are ironed out now for the base defence and have decided to release this version as an interim before I release the full version I have been working on with allot more features =]

A little about what this mod for SSAOW does:

MOVIE LINK

Quote:You may miss allot of it, due to the movie being poor quality (anyone with another suggestion to windows movie make to edit fraps movies please pm me).

This is how it works:

On maps without base defence GDI get two guard towers, and Nod get two turrets. These are spawned by the server not a modified map.
If the defence gets killed then a little power up health icon appears near where the defence used to be.
If you are on the team that the defence belonged to, then you can walk over the power up and it will take 100 credits away from you, these credits will be added to a "team base defence fund". If you don't have 100 credits, it just takes what you have.
If it takes money from you then it will send you a private message thanking you for your donation, and also tell you what the current fund pool is.
If you are not on the team that owned the defence and walk over the power up object, then it will just respawn instantly doing nothing much at all.
When the "team defence pool" for that turret/tower reaches 2000 credits, then it will respawn the turret.

For maps that already have base defence it will allow Nod to repurchase there dead turrets.

Where can you get this for your own server? right here: DOWNLOAD LINK

Please note that there is a new objects.aow file in there. If you run a server with a modified objects.aow file, then all I did was change the POW_Medal_Health so that the model name reads "always\power-ups\medals\o_em_cross.w3d" instead. I will for the next release change the code to just set model so this isn't neccessary (but this only occured to me when zipping it all up and i couldn;t be arsed to change it). But I did remove the health upgrade on that powerup too.

Also, please note that this is not created by Whitedragon, so asking him about any bugs you find in the code might just annoy him.

All props have to go the Whitedragon and Vloktboky, they made SSAOW possible. This is not an official SSAOW release, all official releases come from www.black-cell.net, this is just a small mod.

Hope you enjoy. =]

Subject: Re: Mod for SSAOW 1.5 (release)
Posted by Ryu on Sat, 02 Jun 2007 12:10:58 GMT
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Sweet.

Subject: Re: Mod for SSAOW 1.5 (release)
Posted by Genesis2001 on Sun, 03 Jun 2007 03:05:38 GMT
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Isn't SSAOW just a public version of Dragonade?

-MathK1LL

P.S.

This mod is nice!