
Subject: [scripts]WWH SSM 2.0
Posted by [Brandon](#) on Wed, 08 Aug 2007 22:35:13 GMT
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It's been improved greatly! Try it out now. ^_~

Bug reports, suggestions, complaints? Post them here!

File Attachments

1) [WWH SSM 2.0.zip](#), downloaded 235 times

Subject: Re: WWH SSM 2.0
Posted by [Brandon](#) on Wed, 08 Aug 2007 22:37:56 GMT
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Info is in the readme >.>

It's an SSGM compatible server side mod that has a large AI Bot Spawner list with pre-configured AI Bots. It can be used to setup server side co-ops quickly. ^_~

Subject: Re: WWH SSM 2.0
Posted by [Brandon](#) on Thu, 09 Aug 2007 01:36:28 GMT
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WOW! No replies... >.>

I spent so much time configuring a public AI Bot Spawner list (containing well over 300 spawners) and no one even looks at it. Thanks for the support guys... >.> ...makes me really want to puke.

Subject: Re: WWH SSM 2.0
Posted by [BlueThen](#) on Thu, 09 Aug 2007 04:23:44 GMT
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You're welcome.

Subject: Re: WWH SSM 2.0
Posted by [Sn1per74*](#) on Thu, 09 Aug 2007 04:24:54 GMT
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WOW, THIS IS NICE!
Two thumbs up!

Subject: Re: WWH SSM 2.0
Posted by [GrayWolf](#) on Thu, 09 Aug 2007 05:00:51 GMT
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Don't feel sad, It's cool! THANKS!

Subject: Re: WWH SSM 2.0
Posted by [Gen_Blacky](#) on Thu, 09 Aug 2007 08:51:36 GMT
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Sounds awesome I just don't have any use of AI servers right now

Subject: Re: WWH SSM 2.0
Posted by [mrÃÄz](#) on Thu, 09 Aug 2007 09:34:22 GMT
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How can i use it? its objects.ddb but in my data folder is a objects.aow

Subject: Re: WWH SSM 2.0
Posted by [Slayer9x9](#) on Thu, 09 Aug 2007 17:20:52 GMT
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MadRockz wrote on Thu, 09 August 2007 04:34How can i use it? its objects.ddb but in my data folder is a objects.aow

I do believe you have to rename it to objects.aow...

Subject: Re: WWH SSM 2.0
Posted by [Brandon](#) on Thu, 09 Aug 2007 18:19:54 GMT
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The server side features that we included last time have been removed so people can make their own customizations (however, I think repairgun rates are still doubled :/ so it'll cause your server to crash if you run BIATCH, I'll fix in a newer version).

Anyways, in Level Edit you replace your old objects.ddb file with the new one and you'll have a large list of AI Bot Spawners (vehicles too) and you'll have normal vehicle spawners and beacon spawners in with the powerup spawners. All you do is make your co-ops (simple now, you select an AI Bot Spawner and click Make; REMEMBER: If there's no number on the end of spawner then it is infinite). After you've made your co-op you can take your modification and the objects.ddb (rename it to objects.aow or objects.gm) and put in your RenegadeFDS/Server/data folder and boot server.

Cheers!

Subject: Re: WWH SSM 2.0

Posted by [Genesis2001](#) on Fri, 10 Aug 2007 01:24:04 GMT

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afaik...it won't crash your server if you run BIATCH, it'll just auto ban all your players

-MathK1LL

Subject: Re: WWH SSM 2.0

Posted by [SWNight](#) on Fri, 10 Aug 2007 16:12:32 GMT

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Wow! Nice work!
