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Subject: objects.ddb

Posted by [-MP-recon](#) on Sun, 01 May 2005 23:31:26 GMT

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ghostSWTwhat scripts are you using? you may want to get SSAOW scripts, it has a build in function to rename your objects.ddb on map loading so you don't get a 0 bug on your server. And you would put it(your objects.ddb) in your renegadeFDS\data folder

RUN RENGUARD 2 LOL

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