Ethenal wrote on Wed, 28 November 2007 23:41bat66wat6 wrote on Wed, 28 November 2007
12:57Ok server side is useless

I tried first simply changing the objects.ddb for my mrls mod into .gm format and running the FDS
like that.
  But it simply had no effect. As if it ovewrited my mod with it's default settings.

Then i went into the always.dbs or something like that in RenegadeX and replaced the default
objects.ddb with my MRLS modded one.

  This crashed the FDS and made it restart like a bitch!
(I fixed this by returning the original FDS objects.ddb, so all is good now)

I reckon that the only way is to modify the FDS always.dat

But how do i do this?

Common sense comes into play here. You can't modify always.dat server-side. End of story, it's
impossible.

Why not?