Subject: Re: Sciencepark 2. Bots: Working by Lan NOT by online
Posted by C C_guy on Wed, 26 Nov 2008 12:59:28 GMT
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RedOne wrote on Wed, 26 November 2008 06:44wittebolx wrote on Wed, 26 November 2008 06:24try renaming the objects file to objects.gm


This part I dont understand. Because I use objects.aow on my server I rename this file to objects.aow. Is gm the newest?? I installed the brenbot 1.50 (or 1.52 not sure about that one  ) And aow was included.

But I think the idea is the same as yours.


Quote:and set it to load gm in the config

In what cfg i have to change this?

I am very happy to came this far. I tried before but
it was a big problem. No I use LE from JONwil it rans a bit better.

Thanx for your answer!

GrTz Red

Ok if your using the aow then make sure in your LE that the objects.dbb thats currently in there you need to delete it.

then copy the aow file in your FDS data folder to your LE, and rename it aow.ddb. then do your moding in LE when your done with leveledit you will need to rename the aow.ddb back to what is was before and put it back and put it back in your FDS after.

this may all sound confusing for you i am sure but i advise you to goto renhelp website and check out reborns video tut on ref tick rate he shows you in the video how its done k.

REBORN Rocks!

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