Subject: Re: Making a mod work for a server
Posted by Genesis2001 on Wed, 25 Feb 2009 19:41:22 GMT
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Copy your objects.ddb file from your LE Mod\Presets folder to your server's data directory. Install SSGM, Install a good bot too while you're at it.

Anyway, after you install SSGM, find the item in ssgm.ini called "ObjectsFile" (should look like "ObjectsFile=ddb" or something by default.

Change the extension of your objects.ddb file in your data folder to objects.gm and change "ObjectsFile=ddb" to "ObjectsFile=gm" This will load your server up using the objects.gm file you created in your server's data folder.

I hope this makes SOME sense to someone. 1,000,000 thoughts going through my head. :/