Subject: Re: Mod working on LAN Server but not on FDS?
Posted by reborn on Thu, 27 Aug 2009 08:15:12 GMT
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Open up your level edit's mod package directory, there is a folder in there called presets (I think it's called presets, my memory is terrible in the morning!). There should be a file called objects.ddb in there. If you have simply set-up a normal renegade FDS then you'll need to copy and paste that file into your servers data directory. If however you're running SSAOW, you'll need to rename it to objects.aow, and if the server is running SSGM 2.00 or 2.01 it has to be called objects.gm (may need you to define it in the ssg,ini file too). For SSGM 2.02 you have to make the file extension entry yourself in the ssgm.ini file.

I actually prefer thing publically anyway, rather than PM. Someone else in the future might read this thread and it helps them too.