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Subject: objects.ddb

Posted by [Obelisk](#) on Wed, 20 Apr 2005 21:08:27 GMT

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When i'm done editing my objects.ddb  
what do i need?

or

where do i put it when its done?

I've tried alot to get this working but i cant get it.

THX

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Subject: objects.ddb

Posted by [Obelisk](#) on Wed, 20 Apr 2005 21:08:50 GMT

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Just for serverside

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Subject: objects.ddb

Posted by [ghostSWT](#) on Wed, 20 Apr 2005 21:14:12 GMT

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what 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

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Subject: objects.ddb

Posted by [Obelisk](#) on Wed, 20 Apr 2005 21:20:43 GMT

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Where can i get these scripts.

I tried putting it in my data folder but when i log into wol nogames showup, no-one can get into my game. Is it the scripts i need

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Subject: objects.ddb

Posted by [matty3k10](#) on Wed, 20 Apr 2005 21:27:43 GMT

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Use the scripts from the sscp1.3 and use the objects file from the sscp1.3 ( you have to rename it to objects.ddb to objects.aow and put it in your preset folder) Then when you are done editing the objects file take it from your preset folder and put it in your fds data folder and rename the objects.ddb file to objects.aow

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Subject: objects.ddb

Posted by [Obelisk](#) on Wed, 20 Apr 2005 21:34:47 GMT

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Thanks man :}}

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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

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