
Subject: Y does the server keep crashing on my mods
Posted by [bgkill007](#) on Fri, 15 Dec 2006 10:26:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi all, i have modded my map for an inf only server, so i place the lsd and ldd and the objects file in the correct place on the server but it finishes loading and then crashes straight after.... Y does this keep happening?

In this zip file i have put the ldd,lsd and the objects file in, and i have scanned for viruses before uploading.

Any help would b really appreciated.

File Attachments

1) [field inf mod.zip](#), downloaded 202 times

Subject: Re: Y does the server keep crashing on my mods
Posted by [Zion](#) on Fri, 15 Dec 2006 11:08:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Take the .lsd out. .lsd will crash the server if it is not needed.

Subject: Re: Y does the server keep crashing on my mods
Posted by [bgkill007](#) on Fri, 15 Dec 2006 12:03:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

i tried that and it didnt work

Subject: Re: Y does the server keep crashing on my mods
Posted by [Spyder](#) on Fri, 15 Dec 2006 12:11:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Uuhm..Servers crash when you use an objects.ddb file. Rename it to objects.aow and it should be working fine. And delete the .lsd file.

Subject: Re: Y does the server keep crashing on my mods
Posted by [Zion](#) on Fri, 15 Dec 2006 17:59:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

darksnipa wrote on Fri, 15 December 2006 12:11Uuhm..Servers crash when you use an objects.ddb file. Rename it to objects.aow and it should be working fine. And delete the .lsd file.

Forgot about that

Yeah, if you have SSAOW (recommended) change objects.ddb to objects.aow. And you don't need the .lsd file unless there's problems with doors ('lag' through them) or if you're using waypaths.

Subject: Re: Y does the server keep crashing on my mods

Posted by [bgkill007](#) on Sat, 16 Dec 2006 04:23:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ive tried that, the map now loads, but it doesnt load guard towers or turrets, and the harvys dont work :S

Subject: Re: Y does the server keep crashing on my mods

Posted by [Spyder](#) on Sat, 16 Dec 2006 07:47:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Make sure you use the right presets for them, and you have to make a whole new harvester waypath if you want the harvester to drive. The tutorial on www.renhelp.net will help you out.

Subject: Re: Y does the server keep crashing on my mods

Posted by [Ryu](#) on Sat, 16 Dec 2006 10:13:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

darksnipa wrote on Fri, 15 December 2006 06:11Uuhm..Servers crash when you use an objects.ddb file. Rename it to objects.aow and it should be working fine. And delete the .lsd file.

I remember when I put a objects.ddb in a FDS data folder, server didn't crash..just Mysteriously went of the server Listings. lol

Then again, I don't think I had SSAOW installed at the time. :S

Subject: Re: Y does the server keep crashing on my mods

Posted by [Zion](#) on Sat, 16 Dec 2006 15:33:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

If the harvesters get 'lost' put the .lsd in the file, that contains the waypaths.

Guard towers etc are in the .ldd file.

Subject: Re: Y does the server keep crashing on my mods

Posted by [Ryu](#) on Sat, 16 Dec 2006 17:12:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

So whats the purpose of the C&C_mapname.ddb ?

Subject: Re: Y does the server keep crashing on my mods

Posted by [sycar](#) on Sat, 16 Dec 2006 22:18:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

you need the map_name.ddb to store local edits you've made to each map, i.e temp presets you've created.

Subject: Re: Y does the server keep crashing on my mods

Posted by [Ryu](#) on Sat, 16 Dec 2006 22:59:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ahh, I see!

Subject: Re: Y does the server keep crashing on my mods

Posted by [Spyder](#) on Sun, 17 Dec 2006 10:26:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

But to view those temp presets you have to rename the file to temps20.ddb and put them in the presets folder for the map.
