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Subject: zero bug with cp1 server?

Posted by [vloktboky](#) on Fri, 03 Dec 2004 03:06:45 GMT

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If the mod isn't able to rename the objects.ddb file after the map is loaded, your server will bite the big one. I suggest you remove the bjects.ddb file in your data folder that is preventing the real objects.ddb from renaming itself.

Just an educated guess.

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