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Subject: Objects.ddb

Posted by [htmlgod](#) on Mon, 14 Mar 2005 20:48:49 GMT

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If you load an objects.ddb mod and host a game, [where other players do not have that exact same objects.ddb file] your players will get the "zero bug," meaning that they will all have zero credits/points/kills etc and will be unable to obtain credits/points/kills, thus ruining the game.

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