
Subject: Server settings won't be taken over by the clients (objects.aow)

Posted by [EA-DamageEverything](#) on Sat, 10 Sep 2005 19:43:41 GMT

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Ok firstly, don't laugh please. I am new to make servermods and I think I went the wrong way in this case.

Now the facts=

I have changed some presets with LevelEdit Dev (Commando Level Editor). For Example, changed HUD Colors to better ones, Patch is stealthed like the SBH (both running a speed of 12 instead of 6), APCs have now 6 Seats, Choppers are stealthed with 8 seats, Nuke/Ion needs only 2 seconds to be deployed, goes off within 20 seconds (for better disarming it only has 150HP) and costs 1500. Some other changes are present too....

After all, I saved the changed presets and LevelEdit put out an objects.ddb. So far so good. After searching this forum I knew that all I have to do to get it running on a FDS is rename it to objects.aow. I did, but nothing changed and the FDS Console sometimes wrote "file does not exist" (between "Running through disable list now..." and the "Gameplay pending"-Status). I joined my game and some others I called too, but all was set up original. This was a testrun without BR active (but that shouldn't affect the gameplay).

When I host a game on WOL (Client host-a-game), all changes are present. EVA Colors changed, Patch is stealthed and the other things are working too (fast Nuke...etc). Works for all players ingame.

I haven't installed the Gmax + RenTools yet, only LevelEdit Dev in the FDS Root. My main questions is= How do I get this thing to work on the server side that all clients can play according to the new settings? Do I have to edit the DAT files and if I must what do I have to do with them?

Happy boinking and please dont let me stand all alone in the rain...
