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Subject: Re: Change what is actually brought from a PT (serverside)

Posted by [Renx](#) on Thu, 27 Apr 2006 22:57:16 GMT

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When you install SSAOW on your server it should add a file named objects.aow somewhere. This file is the same as objects.ddb.

Take that file and rename it to objects.ddb and replace the one already in the directory for your mod project in level edit. On the side there will be a list of folder with thing you can edit. You'll need to find the settings that relate to the purchase terminals, and change things accordingly.

Then you save, go get the objects.ddb and rename it to objects.aow, and put it back on your server.

I've never done this before, so there could be an easier or different way of doing it. Someone else might be able to provide a more detailed explanation too.

Some things can't be changed for the client. For example you can't change the PT icon but you can change the character the icon gives you. I don't really have a list of things that can or cannot successfully be changed. If you do change something that doesn't work on the client's end, it won't mess anything up though. The clients just won't see the change.

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