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Subject: Re: modded .ddb file without ssaow  
Posted by [Whitedragon](#) on Wed, 05 Jul 2006 08:26:53 GMT  
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Putting a modified object.ddb on the server will cause the zero bug and mismatch errors. Using SSAOW is the only way to avoid this, unless you can compile your own scripts.dll to change the objects file extension.

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