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Subject: Re: FDS SSM

Posted by [Zion](#) on Fri, 13 Apr 2007 13:51:09 GMT

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Right, for a start they do go in the data folder.

Secondly, unless you actually need it for waypaths you DO NOT use the .lsd file, you use the .ldd file with the exact name as the .mix file it will accompany.

If you're using serverside scripts (SSAOW, SSGM, SSCTF etc) you will need to rename objects.ddb respectevly. Temps20.ddb isn't used unless you intend to place presets in there that require it.

Summary:

Serverside mods mainly consist of a .ldd file and a .aow/.gm/.ddb file that are placed in the servers data folder. When the map loads the server finds that there are files that belong in the map that are loose in the data folder and it will load them over the ones in the map, which results in your serverside mod being loaded.

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