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Subject: Re: Random Teleporting

Posted by [reborn](#) on Thu, 21 Jun 2007 18:41:05 GMT

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SSGM has the same capabilities as SSAOW 1.5 did with regards to loading specific object files specifically on a per map basis. You just need to declare this in the ssgm.ini file.

So make all your preset mods for each map, and save say the one for volcano as objects.vol, then in the ssgm.ini file under [C&C\_Volcano.mix] declare "ObjectsFile=vol". This will load that specific objects file with your mods for that map.

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