in SSGM.ini

Quote:
; ObjectsFile=
;
; Specifies the extension of the objects file to load, overrides the loading of the normal objects.ddb file.
; The default setting is gm, which makes it load the objects.gm file.
; Like most settings this can be changed in the map specific section. So the server can load a different objects file
; for each map without needing to temp anything, a feature the game originally lacked.
; Do not change this unless you know what you're doing. Must be 1-3 characters.
; Set this to ddb if your server is running a stand alone or full conversion mod.
; Windows FDS only.

ObjectsFile=gm