

---

Subject: Re: Objects.gm/ddb

Posted by [Xpert](#) on Sat, 04 Aug 2012 23:30:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Comp\_uter15776 wrote on Sat, 04 August 2012 18:01Hey everyone,

Having a little trouble with getting a modified preset file to work so that users do not require to download the file, I know I have not added anything, only edited, so it should be possible. I have named my objects file as objects.gm and is .gm in the SSGM file.

However, when someone joins without the file, they receive the error "version mismatch" and have no choice but to quit. If someone has the file, they are able to connect and use full functionality.

I need to this work as it contains some helpful modifications such as obbygun/agtgun and ultigun!

Many thanks in advance,

Comp\_uter15776

If you changed a name of a preset, then clients need to have that specific object file also.

If all you did was modify what weapon goes on a preset, then all you have to do is place it in the server's data folder. The client doesn't need to download the objects file.

If you're using a 4.0 server, then you need to add the objects file inside the tt.cfg file.

---