Subject: Re: Objects.gm/ddb
Posted by Whitedragon on Sun, 05 Aug 2012 21:32:51 GMT
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If I remember right changing the wrong things will make clients crash upon joining the game, not give them version mismatch errors. Double check that your file is named objects.gm and not objects.ddb. If you have a modified objects.ddb that will give version mismatch errors even if the serverPresetsFile is set to objects.gm and an objects.gm file is present.