Subject: Re: Objects.gm/ddb
Posted by robbyke on Mon, 06 Aug 2012 03:12:06 GMT
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if those were the things you changed and only made each grant a weapon

the ddb itself wont be the problem

it is a setting

try using another extension than .gm
that worked for me

PS:
the mx0 obelisk has 999999999999 damage, you sure you want that one?