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Subject: Version Mismatch (Win32 FDS)

Posted by [Spyder](#) on Sun, 14 Oct 2012 23:30:27 GMT

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Long time since I've been here...

I've recently set up a home FDS for a LAN party with friends and I wanted to use a modified objects.ddb file to change ammo counts, add new power-ups and so forth.

Each and every time I start my server, it loads fine. However, as soon as I try to connect to it with my client, I get a version mismatch. Then when I rename the objects.ddb file, I can join.

I have tried renaming the objects file to objects.aow and changing the settings in ssgm.ini to load the objects file as objects.aow, but for some reason it's not loading the file then.

Both my client and FDS are running TT Beta 5. How can I fix this problem? Is there a workaround?

Before you start asking questions, the objects file has been created with Jonwil's TT updated level editor.

Thank you in advance for your help.

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