
Subject: Re: Now collecting scripts 4.1 bugs
Posted by [StealthEye](#) on Thu, 17 Jul 2014 18:25:52 GMT
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dblaney1 wrote on Thu, 17 July 2014 07:11StealthEye wrote on Wed, 16 July 2014 14:12Are you sure that it is not due to the "serverPresetsFile" setting? (It can be specified per map or globally.) The server always loads serverPresetsFile instead of objects.ddb.

Its not the objects.ddb I am having the issue with, its the mapname.ddb (aka temps) that are not loading on the server from the left most package. It always seems to use the one in the package for the mapname. Clients on the other hand use the one from the package with the highest priority in tt.cfg which is how it should behave on the server as well.

Ok, strange. All files/priorities are treated the same way, and mapname.ddb loading is treated the same on client and server afaik. Not sure what could cause what you describe. I'll leave it for the TT team to figure out.
