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Subject: Re: Scripts 4.4 progress update

Posted by [dblancey1](#) on Tue, 13 Jun 2017 18:20:35 GMT

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Even simpler would be to just make your server use a custom objects.dbb inside a package and load that package for all maps. That's what I do for some other tweaks on my server. That way it works on all maps as long as they don't temp out those settings which very few maps do. None of the stock ones do. You can fix a lot of other issues this way as well.

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