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Subject: Help

Posted by [Obelisk](#) on Fri, 29 Jul 2005 07:40:00 GMT

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When i am making a serverside map i usually edit the presets and rename it as objects.aow and it works. But once at somthing new and more updated like the newer scripts.dll or bhs.dll i does'nt work anymore and i have to name it objects.ddb which somtimes causes the 0 bug.Do i just need to wait for a newer version or is there a way to fix this? Thanks for any help :}

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