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Subject: Installing mods server side

Posted by [Stallion](#) on Mon, 05 Jun 2006 23:36:23 GMT

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I just got a test server up and I'm trying to figure out how to install my mods into it. I saw somewhere that I'm supposed to rename my objects.ddb to objects.aow and replace the old objects.aow, but I cant' find the old objects.aow file. Can someone please tell me how I'm supposed to do this properly. (p.s. it's a real server setup not a temp type server)

I just figured out one way to install them. I put the objects.ddb file into the data folder and did !gameover NOW. If there's a more professional way though I'd like to know.

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Subject: Re: Installing mods server side

Posted by [Sensitive](#) on Tue, 06 Jun 2006 05:54:12 GMT

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Ask kuumix hes pro serverside modder

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Subject: Re: Installing mods server side

Posted by [reborn](#) on Tue, 06 Jun 2006 06:42:29 GMT

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if you have ssaow then it's objects.aow, if it's not running ssaow then it's objects.ddb.

changing the objects file then gameovering is a normal practical way to do it when running a test server. But in my experiance it is better to restart the FDS completely when you are running a regular 24/7 server, as changing the objects file on the fly seems to cause the start button bug.

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