
Subject: Server Side Mod's
Posted by [Theboom69](#) on Mon, 27 Nov 2006 06:06:47 GMT
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How do i get a objects.ddb mod work on my server without giving everyone the 0 bug?

I know how to host server's with an objects mod but it allway's give's the 0 bug to everyone.

Subject: Re: Server Side Mod's
Posted by [Zion](#) on Mon, 27 Nov 2006 08:25:57 GMT
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Use SSAOW (or any other SS mod package with their own scripts.dll) and rename objects.ddb to objects.aow.

Subject: Re: Server Side Mod's
Posted by [Theboom69](#) on Mon, 27 Nov 2006 17:11:10 GMT
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What do you mean there own scripts.dll

Subject: Re: Server Side Mod's
Posted by [Ryu](#) on Mon, 27 Nov 2006 17:44:53 GMT
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Scripts.dll Is a file that basicly makes the game more fun.

Just download SSAOW And Install it on your FDS, Configure ssaow.ini Then rename your objects.ddb into objects.aow and noone should get Zer0 Bug.

When I say configure, Just make sure you set some thing's, Weather + Crates e.t.c

Subject: Re: Server Side Mod's
Posted by [zunnie](#) on Mon, 27 Nov 2006 20:00:35 GMT
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