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Subject: .pkg or mod file to .aow objects file  
Posted by [halo2pac](#) on Wed, 20 Jun 2007 00:08:58 GMT  
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how do i covert that to that? for my server.

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Subject: Re: .pkg or mod file to .aow objects file  
Posted by [Whitedragon](#) on Wed, 20 Jun 2007 00:55:06 GMT  
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Take the objects.ddb file from your mod project folder and rename it to objects.aow. Note that this will only save preset changes and not any changes to the maps.

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Subject: Re: .pkg or mod file to .aow objects file  
Posted by [halo2pac](#) on Wed, 20 Jun 2007 05:46:57 GMT  
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Subject: Re: .pkg or mod file to .aow objects file  
Posted by [reborn](#) on Wed, 20 Jun 2007 06:16:53 GMT  
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But before you do that, you should take the objects.aow file from SSAOW and rename it objects.ddb, then replace it with your mod package one. After that then proceed to make your changes to the presets. It is important you do that before you start any changing of the presets AT ALL if you running SSAOW.

The objects.aow file that comes with SSAOW has scripts already attached to allot of presets, and you will break many features of SSAOW if you do not do this.

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