
Subject: Small Question!

Posted by [mréz](#) on Fri, 14 Sep 2007 19:50:49 GMT

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hey guys if i make TEMP things are they server sided? and do i need to put <mapname>.DDB in my FDS data folder too if its server sided?

Subject: Re: Small Question!

Posted by [downbitch](#) on Fri, 14 Sep 2007 20:08:28 GMT

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hey god2ghuru here

i wouldn't know the answer lol(this forum is posted for me from MonkeyX01)

help or die xD

File Attachments

1) [a princess can rock my hearth.jpg](#), downloaded 309 times



Subject: Re: Small Question!

Posted by [mréz](#) on Fri, 14 Sep 2007 20:23:48 GMT

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but mapname.ddb will crash server?

Subject: Re: Small Question!

Posted by [mréz](#) on Sat, 15 Sep 2007 12:43:30 GMT

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i putted mapname.ldr and mapname.ddb in my FDS data folder and i renamed objects.ddb to .aow and putted in my serv data folder but the map crash all players mee too!!!

Subject: Re: Small Question!

Posted by [mrŁęśä·z](#) on Sat, 15 Sep 2007 13:00:22 GMT

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forget the serverside... iif map loads my ren crash

Subject: Re: Small Question!

Posted by [Sn1per74*](#) on Sat, 15 Sep 2007 17:10:38 GMT

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It's probably your map. Try putting the .ldr and .ddb in your folder without the .ldr. This worked for me one time.

Subject: Re: Small Question!

Posted by [mrŁęśä·z](#) on Sat, 15 Sep 2007 22:25:24 GMT

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don't work... FUCKING TEMP'S !!!

Subject: Re: Small Question!

Posted by [Gen_Blacky](#) on Sat, 22 Sep 2007 07:59:45 GMT

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yes those fucking temps

Subject: Re: Small Question!

Posted by [Yrr](#) on Sat, 22 Sep 2007 10:14:47 GMT

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You can replace the whole map server-side. Tested it and it worked.

Subject: Re: Small Question!

Posted by [mrŁęśä·z](#) on Sat, 22 Sep 2007 10:35:44 GMT

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export as .mix?

Subject: Re: Small Question!

Posted by [Yrr](#) on Sat, 22 Sep 2007 12:03:45 GMT

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Yes.

Subject: Re: Small Question!

Posted by [mrÅ£ÅŞÄ·z](#) on Mon, 24 Sep 2007 18:41:54 GMT

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hmm the temps are on the map and they works but the spawnpoints are deleted and the building controllers too

Subject: Re: Small Question!

Posted by [mrÅ£ÅŞÄ·z](#) on Tue, 25 Sep 2007 20:12:58 GMT

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ok i edited M03 and exportet as mix and putet in on my serv... but all clients crash if the join TEMP's are not server sided

Subject: Re: Small Question!

Posted by [Yrr](#) on Tue, 25 Sep 2007 20:17:15 GMT

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You cannot use any own presets server-side which the client requires too, what applies to most objects.

Subject: Re: Small Question!

Posted by [mrÅ£ÅŞÄ·z](#) on Tue, 25 Sep 2007 20:48:38 GMT

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i thought temps are server sided?

Subject: Re: Small Question!

Posted by [mrÅ£ÅŞÄ·z](#) on Sat, 06 Oct 2007 13:39:15 GMT

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You cannot use any own presets server-side which the client requires too, what applies to most objects.

So they cant use the TEMP's? only me?
