
Subject: object.gm HELP

Posted by [Demon](#) on Sun, 02 Dec 2007 11:09:01 GMT

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hey guys i got to people to make a non reload object.... but it doesnt work!! i edit the ssgm to object=gm..... and it just doesnt work?

any ideas?

Regards Demon

Subject: Re: object.gm HELP

Posted by [Lone0001](#) on Sun, 02 Dec 2007 14:43:47 GMT

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is this server or client side?

Subject: Re: object.gm HELP

Posted by [cpjok](#) on Sun, 02 Dec 2007 15:57:35 GMT

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ok all i did is to get mine to work is this attachment 1

after change you need to put objects.gm into your renegadeFDS folder and remove the objects.ddb

but if your ruining ssaow you need to edit ssaow.ini and ssgm.ini to objects file as .aow

if you dont have any of the 2 thing ssaow or ssgm the objects file has to be .ddb

i dont know if it works for you

File Attachments

1) [1.JPG](#), downloaded 322 times

```
; ObjectsFile=
```

```
; Specifies the extension of the objects file to load, can be used to override the loading of the normal objects.ddb file.  
; Like most settings this can be changed in the map specific section. So the server can load a different objects file  
; for each map without needing to temp anything, a feature the game originally lacked.  
; Do not change this unless you know what you're doing. Must be 1-3 characters  
; The default setting is ddb, which makes it load the objects.ddb file. If you want to run a modified objects file then set  
; this to "gm" and rename your objects file to "objects.gm."
```

```
ObjectsFile=gm
```

```
; DDENAME=
```

```
; Changes the name of the DDE channel. The DDE channel allows you to execute console commands on your server through DDE
```

```
; The DDE channel uses the following settings:
```

```
; Service = Name specified below
```

```
; Topic = "FDSCommand"
```

```
; Item = "Command"
```

```
; So, for example, if you wanted to send a console command to the FDS from mIRC, you would type the following into mIRC:  
; "/dde <DDENAME> FDSCommand Command <Command here>"
```

```
; Set to 0 to disable.
```

```
; Windows FDS only.
```

```
DDENAME=RenegadeFDS
```

```
; EnableWeather=
```

```
; This setting enables flowing weather on your server. The type of precipitation that falls is determined by the  
; "WeatherType" setting. This setting does not affect game play; however, it can cause performance to drop for  
; players with low end video cards.
```

```
EnableWeather=0
```

```
; WeatherType=
```

```
; This is where the type of precipitation to be used in the weather feature is stored. You can specify one of three  
; different types of precipitation: Rain, Snow, or Ash.  
; This should be overridden in the map specific section for all maps.
```

```
WeatherType=Rain
```

```
; DisableList=
```

```
; This will disable the units listed in the disable list specified.
```

```
; See the end of this file for the example list and more information. The example list given will disable all extra units.
```

```
DisableList=Extras
```

Subject: Re: object.gm HELP
Posted by [Demon](#) on Sun, 02 Dec 2007 20:44:15 GMT
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umm ive tried all of that?.. still doesnt work?? and its for server

Subject: Re: object.gm HELP
Posted by [cpjok](#) on Sun, 02 Dec 2007 21:06:58 GMT
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idk then is your server running ssaow or ssgm iof not you have objects.ddb

im not sure why it dosent work but anyway

Anyway Good Luck Getting It To Work

File Attachments

1) [ssgm.JPG](#), downloaded 309 times

Renegade Master Server - carol - svrcfg_cnc.ini

```
Renegade Free Dedicated Server v1.037 BH-838 01/23/2003 - 10:59:26
Console mode active
BIATCH version 1.0. built on Apr 24 2007 at 23:28:14
*** Auto starting game. Type 'quit' to abort ***
Initializing Westwood Online Mode
Got server list
Logging onto Pacific Server
Logged on OK
Applying server settings
Creating game channel...
Channel created OK
Server Side Game Manager v2.0.2 with Scripts.dll v3.4.1 loaded
Created by Brian Gillingham
RenegadeFDS DDE channel initialized
Warning: Plugin Luaplugin.dll was designed to work with SSGM v2.0 Beta 2. You may
experience instability running with v2.0.2.
Plugin Luaplugin.dll(RenegadeScripting.dll) v1.0 loaded
Loading level C&C_Islands.mix
Host: Teams have been remixed.
Load 100% complete
Level loaded OK
New settings detected and loaded from ssgm.ini!
Running in All Out War mode.
```

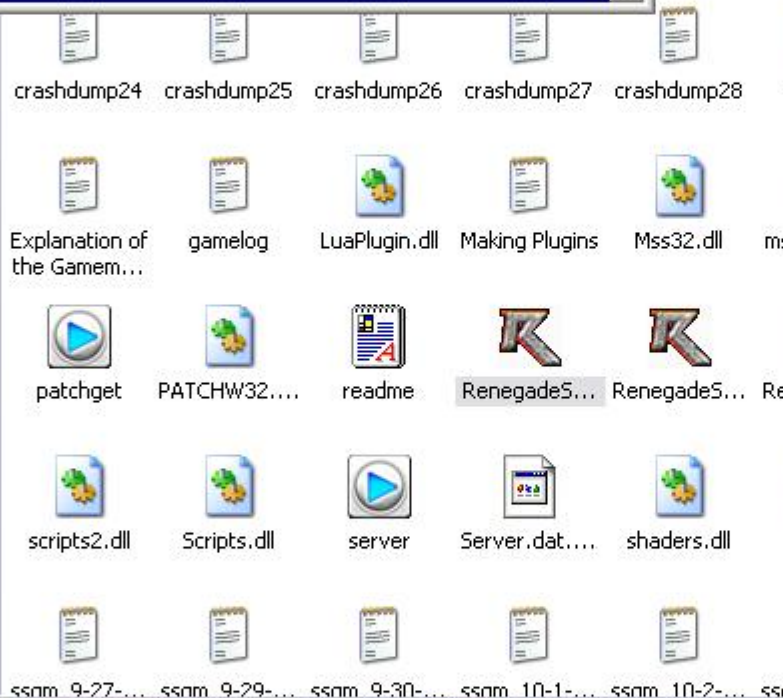
SSGM

Other Places

- RenegadeFDS
- My Documents
- Shared Documents
- My Computer
- My Network Places

Details

RenegadeServer
Application
Date Modified: 26 April 2002, 15:21
Size: 92.0 KB



The Third Tit

Subject: Re: object.gm HELP

Posted by [Demon](#) on Sun, 02 Dec 2007 21:18:19 GMT

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umm its running ssgm thats all..; my msn is chrisjd@btinternet.com if u wanna talk.. more into it..
