
Subject: objects.aow

Posted by [DJ_Endymion](#) on Wed, 05 Mar 2008 11:18:00 GMT

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Hi there guys,

Thanks for the amount of information that I can find here and on renhelp. It helped me a lot.
Only this thingy I need your help with.

I want to edit the Harvester tick rate.

So I followed the tutorial on renhelp,
it didn't worked.

It looks like the file objects.aow is ignored.

Because it's not used.

And if I rename it to objects.ddb it says version mismatch.

I'm running the latest BRenbot(SSGM) with some plugins.

I hope somebody can help me with this issue.

Thanks,

DJ_Endymion.

Subject: Re: objects.aow

Posted by [DJ_Endymion](#) on Wed, 05 Mar 2008 12:22:31 GMT

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[FIX]

Yes I fixed it omfg,

Here's the fix:

go to your ssgm.ini and change the objects file extension to aow instead of ddb.
now restart your fds and BRenbot and it works!

DJ_Endymion.

Subject: Re: objects.aow

Posted by [cAmpa](#) on Wed, 05 Mar 2008 13:22:49 GMT

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Respect!

Subject: Re: objects.aow

Posted by [mr£ÄŠÄ-z](#)

on Wed, 05 Mar 2008 13:25:06 GMT

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lol
