
Subject: Help with Level Edit and Objects
Posted by [Dean20056](#) on Wed, 02 Apr 2008 21:20:02 GMT
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hi when i open up level edit and change some of the presets like how much the ref gets per second and then i save it. what do i do then? please help if you can because i want to mod my aow server. all i need to know is what d u do after you save it.

Dean

Subject: Re: Help with Level Edit and Objects
Posted by [_SSnipe_](#) on Wed, 02 Apr 2008 21:21:44 GMT
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go into ur lvl dir and get the object file out of it and put it in ur aow server

Subject: Re: Help with Level Edit and Objects
Posted by [Dean20056](#) on Wed, 02 Apr 2008 21:23:00 GMT
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do you put it in the data folder or just fds folder. and do you have to do anything else or is that it?

Subject: Re: Help with Level Edit and Objects
Posted by [cnc95fan](#) on Wed, 02 Apr 2008 21:38:54 GMT
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<http://renhelp.net/index.php?mod=Tutorials&action=view&id=109>

Subject: Re: Help with Level Edit and Objects
Posted by [EA-DamageEverything](#) on Wed, 02 Apr 2008 22:31:08 GMT
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He already did change the tick rate.

You have to do the following= Goto

C:\%programdir%\RenegadePublicTools\LevelEdit\%yourmodname%\presets

and copy the objects.ddb into the DATA dir from your server. Then rename it to objects.gm. Open the ssgm.ini and change the following to gm=

; 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

Default is ddb although SSGM doesn't come with a file like this because it doesn't need it.

Subject: Re: Help with Level Edit and Objects
Posted by [Dean20056](#) on Thu, 03 Apr 2008 08:37:31 GMT
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ok thank you i will try it
