Subject: the downloader
Posted by robbyke on Sat, 10 Mar 2012 17:17:23 GMT
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i want to use it but i cant find any tutorial anywhere only some farfetched instructions.

id like to know:

do i need to have a full website to use it.
and does anyone has some tutorial how to set up the website repository url

if i want to have objects.ddb for all maps how do i that i only saw something with a .mix package

thanks on advance i hope you can help me

cmon i really just need a way to get them to download objects.ddb is it that hard to set up because i really cant find anything.

Subject: Re: the downloader
Posted by EvilWhiteDragon on Sat, 10 Mar 2012 22:33:30 GMT
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Read this: http://www.tiberiantechnologies.org/wiki/index.php/Resource_manager_documentation ?

Subject: Re: the downloader
Posted by robbyke on Sun, 11 Mar 2012 01:35:15 GMT
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ive read this and i understand how to get the custom maps from the public repository.

however before TT patch is used a verry small mod to objects.ddb wich allowed me to give ppl obigun and agtgun.
but when i used the barelly modified .ddb it gives a version mismatch(wich is actually true)

since the public repository isnt open for upload i have to make a repository on my own server somehow so i can get my objects.ddb downloaded

if i cant do this ill have to find another way to get those weapons

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Subject: Re: the downloader
Posted by nuker7738 on Sun, 11 Mar 2012 06:13:29 GMT

<>

If it's just a simple objects.ddb mod you want to make, can't you just use SSGM's options for loading a custom server-side objects.ddb?

Or is this a mod that will modify weapon damage, etc. (and thus would not work using SSGM's plugin)?

If the latter is true, you will have to convert that objects.ddb mod into a temps.ddb mod and compile it into the .mix with your map. Simply dragging and dropping won't work, either; you must compile your map into a .mix after you have made your temps.ddb mod AND saved your map (even if you made no changes to the map, it needs to compile the temps.ddb) and then your map should automatically load with your mods, and all who play the map will as well.

Just another thought: if all your mod does is give everyone AGT and Obby guns, can't you change the SSGM settings (that normally give you your pistol and C4) to give you an AGT and Obby gun?

Subject: Re: the downloader
Posted by Ethenal on Sun, 11 Mar 2012 16:15:14 GMT
<>

^ What he said. There's no need for the downloader to be involved for a simple objects.ddb mod.

Subject: Re: the downloader
Posted by robbyke on Sun, 11 Mar 2012 22:07:07 GMT
<>

ive been a morron i missed the setting i thought it got deleted thanks for help makes life easy again

ill just bump this post with this small problem instead of making new post again

for some reason is stil dont see the mods in objects.gm

i just modded 2 powerups : uplink and headband to give obigun and agtgun

(just give weapons instead of none)

and it worked in 3.4.4 but now it doesnt can someone help?