
Subject: ssgm wont load custom objects.gm
Posted by [robbyke](#) on Wed, 14 Mar 2012 01:02:46 GMT
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my objects.gm is in the data folder

and has also been placed in the server folder to test

ssgm.ini :
Toggle Spoiler

[General]

Port=4847

;xxxSpawnChar can be used to set the character players spawn as.

;For example if you want everyone to spawn as Havoc and Sakura you enter the following for GDI- and NodSpawnChar:

;GDISpawnChar=

;NodSpawnChar=

;With the ObjectsFilename you can set which objects.ddb file must be loaded with the server.

;For instance if you make adjustments you would rename objects.ddb to objects.gm and enter that as the ObjectsFilename.

ObjectsFileName=objects.gm

;InvincibleBuildings makes all buildings Invincible and they cannot be destroyed.

InvincibleBuildings=0

;ForceTeam can put all players on GDI (1) or Nod (0) which is useful for Coop servers.

;ForceTeam=

;Setting RefillLimit to 10 seconds will only allow you to refill once every 10 seconds.

;RefillLimit=

;The options below disable said things which is pretty self-explanatory.

;DisableBeacons=

;DisableBaseDefenses=

;DisablePowerPlants=

;DisableRefineries=

;DisableSoldierFactories=

;DisableVehicleFactories=

;DisableRepairPads=

;DisableCommCenters=

;FreePurchases will make all PT options free of credits.

;Note that players need a minimum of \$1500 to access the PT for a Mammoth Tank.

;FreePurchases=

;DisableExtraWeapons allows to strip the players alternate weapons such as their Pistol and C4.

;Useful for Sniper servers where you want players to only have their primary sniper weapon.

;DisableExtraWeapons=

;BuildingDeathPages will send the player a page they killed a building.

BuildingDeathPages=1

;PowerupExpireTime is the time in seconds for a dropped powerup to remain, when time runs out the powerup will disappear

PowerupExpireTime=30

;PlayPowerupSounds to enable playing sounds and displaying messages when a powerup is picked up

PlayPowerupSounds=1

;WreckDestroySelfTime sets the time in seconds for a vehicle wreck to destroy itself

WreckDestroySelfTime=90

;Play quake style sounds when players achieve multikills etc?

PlayQuakeSounds=0

;Can Stealth Black Hand characters pickup dropped weapons?

SBHCanPickupDropWeapons=1

;If set to 1 advanced characters will drop a DNA powerup which changes the player that picks it up to the char that dropped it.

CharactersDropDNA=0

;ShowExtraMessages shows when a teammember disarms C4's, Mines, Beacons, repairs Buildings or the Harvester.

ShowExtraMessages=1

;This setting allows players to bind their vehicles.

VehicleOwnership=true

;Gamelog writes gamespecific information to the TCP port defined earlier and (Bren)bots can pickup that info and

;display it on IRC for example.

EnableGamelog=true

;This enables killmessages for when players are killed by defenses or tiberium.

ExtraKillMessages=true

;WeatherType can be set to "None", "Snow", "Ash" or "Rain"

;WeatherType=None

[WeaponGrant]

;in the WeaponGrant section you put lines like this

;CnC_GDI_MiniGunner_0=Weapon_1,Weapon_2,Weapon_3
;and it will give the powerups Weapon_1, Weapon_2 and Weapon_3 on spawn for that character

[WeaponDrop]

;Example:

;CnC_GDI_MiniGunner_0=Armor_1,Health_1,Weapon_1
CnC_GDI_Engineer_0=CnC_POW_MineRemote_02,POW_RepairGun_Player,POW_Armor_025,
POW_Health_025
CnC_GDI_Engineer_2SF=CnC_MineProximity_05,CnC_POW_MineRemote_02,CnC_POW_Mine
Timed_Player_02,CnC_POW_RepairGun_Player
CnC_GDI_Grenadier_0=POW_GrenadeLauncher_Player,POW_Armor_025,POW_Health_025
CnC_GDI_Grenadier_0_Secret=POW_GrenadeLauncher_Player,POW_Armor_025,POW_Health
_025
CnC_GDI_Grenadier_2SF=POW_TiberiumFlechetteGun_Player,POW_Armor_100,POW_Health_
100
CnC_Ignatio_Mobius=POW_VoltAutoRifle_Player,CnC_POW_Armor_Max,CnC_POW_Health_M
ax
CnC_Ignatio_Mobius_ALT2=POW_VoltAutoRifle_Player,CnC_POW_Armor_Max,CnC_POW_He
alth_Max
CnC_GDI_MiniGunner_0=POW_AutoRifle_Player,POW_Armor_025,POW_Health_025
CnC_GDI_MiniGunner_1Off=POW_Chaingun_Player,POW_Armor_050,POW_Health_050
CnC_GDI_MiniGunner_2SF=POW_SniperRifle_Player,POW_Armor_100,POW_Health_100
CnC_GDI_MiniGunner_2SF_Logan=POW_SniperRifle_Player,POW_Armor_100,POW_Health_1
00
CnC_GDI_MiniGunner_3Boss=POW_RamjetRifle_Player,CnC_POW_Armor_Max,CnC_POW_H
ealth_Max
CnC_GDI_MiniGunner_3Boss_ALT2=POW_RamjetRifle_Player,CnC_POW_Armor_Max,CnC_P
OW_Health_Max
CnC_GDI_MiniGunner_3Boss_ALT3=POW_RamjetRifle_Player,CnC_POW_Armor_Max,CnC_P
OW_Health_Max
CnC_GDI_MiniGunner_3Boss_ALT4=POW_RamjetRifle_Player,CnC_POW_Armor_Max,CnC_P
OW_Health_Max
CnC_GDI_RocketSoldier_0=POW_Shotgun_Player,POW_Armor_025,POW_Health_025
CnC_GDI_RocketSoldier_1Off=POW_RocketLauncher_Player,POW_Armor_050,POW_Health_0
50
CnC_GDI_RocketSoldier_2SF=CnC_POW_RocketLauncher_Player,POW_Armor_100,POW_He
alth_100
CnC_GDI_RocketSoldier_2SF_Secret=CnC_POW_RocketLauncher_Player,POW_Armor_100,P
OW_Health_100
CnC_Sydney_PowerSuit=POW_PersonallonCannon_Player,CnC_POW_Armor_Max,CnC_POW
_Health_Max
CnC_Sydney_PowerSuit_ALT2=POW_PersonallonCannon_Player,CnC_POW_Armor_Max,CnC
_POW_Health_Max
CnC_Sydney=POW_TiberiumAutoRifle_Player,POW_Armor_050,POW_Health_050
CnC_Nod_Engineer_0=CnC_POW_MineRemote_02,POW_RepairGun_Player,POW_Armor_025,
POW_Health_025
CnC_Nod_Flamethrower_0=POW_Flamethrower_Player,POW_Armor_025,POW_Health_025
CnC_Nod_Flamethrower_0_Secret=POW_Flamethrower_Player,POW_Armor_025,POW_Health

_025

CnC_Nod_FlameThrower_1Off=POW_ChemSprayer_Player,POW_Armor_050,POW_Health_050
CnC_Nod_FlameThrower_2SF=POW_LaserRifle_Player,POW_Armor_100,POW_Health_100
CnC_Nod_FlameThrower_3Boss=CnC_POW_VoltAutoRifle_Player_Nod,CnC_POW_Armor_Max
,CnC_POW_Health_Max
CnC_Nod_FlameThrower_3Boss_ALT2=CnC_POW_VoltAutoRifle_Player_Nod,CnC_POW_Arm
or_Max,CnC_POW_Health_Max
CnC_Nod_Minigunner_0=POW_AutoRifle_Player_Nod,POW_Armor_025,POW_Health_025
CnC_Nod_Minigunner_1Off=POW_Chaingun_Player_Nod,POW_Armor_050,POW_Health_050
CnC_Nod_Minigunner_2SF=POW_SniperRifle_Player_Nod,POW_Armor_100,POW_Health_100
CnC_Nod_Minigunner_3Boss=POW_RamjetRifle_Player,CnC_POW_Armor_Max,CnC_POW_He
alth_Max
CnC_Nod_MiniGunner_3Boss_ALT2=POW_RamjetRifle_Player,CnC_POW_Armor_Max,CnC_P
OW_Health_Max
CnC_Nod_RocketSoldier_0=POW_Shotgun_Player,POW_Armor_025,POW_Health_025
CnC_Nod_RocketSoldier_0_Secret=POW_Shotgun_Player,POW_Armor_025,POW_Health_025
CnC_Nod_RocketSoldier_1Off=POW_RocketLauncher_Player,POW_Armor_050,POW_Health_0
50
CnC_Nod_RocketSoldier_2SF=POW_LaserChaingun_Player,POW_Armor_100,POW_Health_10
0
CnC_Nod_RocketSoldier_3Boss=POW_Railgun_Player,CnC_POW_Armor_Max,CnC_POW_Hea
lth_Max
CnC_Nod_RocketSoldier_3Boss_ALT2=POW_Railgun_Player,CnC_POW_Armor_Max,CnC_PO
W_Health_Max
CnC_Nod_RocketSoldier_3Boss_Secret=POW_Railgun_Player,CnC_POW_Armor_Max,CnC_P
OW_Health_Max
CnC_Nod_RocketSoldier_3Boss_Secret2=POW_Railgun_Player,CnC_POW_Armor_Max,CnC_P
OW_Health_Max
CnC_Nod_Technician_0=CnC_MineProximity_05,CnC_POW_MineRemote_02,CnC_POW_Mine
Timed_Player_02,CnC_POW_RepairGun_Player,CnC_POW_Armor_Max,CnC_POW_Health_Ma
x

[VehicleWreckage]

;Here you can set the wrecked vehicle to create when players blowup a vehicle.
;The wreck can be repaired and will spawn a new vehicle of the type that was repaired.

CnC_GDI_APC=GDI_APC_Destroyed
CnC_GDI_Humm-vee=GDI_Humm-vee_destroyed
CnC_GDI_Medium_Tank=GDI_Medium_Tank_Destroyed
CnC_Nod_Buggy=Nod_Buggy_Destroyed
CnC_Nod_Light_Tank=Nod_Light_Tank_Destroyed
CnC_GDI_Humm-vee_Temp=GDI_Humm-vee_destroyed

[PresetDisable]

;Allows disabling certain things to be purchased. For example:
;1=CnC_GDI_MiniGunner_3Boss

[Plugins]

;Plugins can be enabled here. Simply add the .dll to the list for example:

0=bansystem.dll
;01=Mute.dll
;02=Swap.dll
01=KB.dll
02=ExtraConsoleCommands.dll

Subject: Re: ssgm wont load custom objects.gm
Posted by [iRANian](#) on Wed, 14 Mar 2012 01:29:42 GMT
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Beta 4 loads the objects file from tt.cfg, not ssgm.ini.

Subject: Re: ssgm wont load custom objects.gm
Posted by [Xpert](#) on Wed, 14 Mar 2012 05:00:35 GMT
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I need to update the ini file

Subject: Re: ssgm wont load custom objects.gm
Posted by [robbyke](#) on Wed, 14 Mar 2012 07:20:20 GMT
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and the .cfg file?
tt.cfg only has the map settings

Subject: Re: ssgm wont load custom objects.gm
Posted by [Xpert](#) on Wed, 14 Mar 2012 07:30:22 GMT
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I didn't make tt.cfg. I only did ssgm.ini. I'll give jonwil a new copy. I got sidetracked today because of my level edit being broken.

Subject: Re: ssgm wont load custom objects.gm
Posted by [robbyke](#) on Wed, 14 Mar 2012 08:06:32 GMT
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so i have no way to find out wich setting i have to adjust now to get it loaded?

Subject: Re: ssgm wont load custom objects.gm
Posted by [jonwil](#) on Wed, 14 Mar 2012 09:54:24 GMT
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```
global:
{
  serverPresetsFile = "objectsx.ddb";
};
```

Subject: Re: ssgm wont load custom objects.gm
Posted by [robbyke](#) on Wed, 14 Mar 2012 10:44:50 GMT
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stil nothing i added those lines at the top of tt.cfg

ive been testing now found this :

when i put objects.gm in tt.cfg objects.gm in my data folder

it doesnt load the objects file

when i put objects2.gm in tt.cfg and objects.gm in my data folder

it crashes on level load

and now it works if im home gonna cross check

no idea why it works now

Subject: Re: ssgm wont load custom objects.gm
Posted by [Xpert](#) on Fri, 16 Mar 2012 21:04:51 GMT
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```
gameDefinitions:
{
  BasinTS:
  {
    mapName = "C&C_BasinTS";
    packages = ["C&C_BasinTS"];
    serverPresetsFile = "objects.gm";
  };
  Bio:
  {
```

```

mapName = "C&C_Bio";
packages = ["C&C_Bio"];
serverPresetsFile = "objects.gm";
};
BunkersTS:
{
mapName = "C&C_BunkersTS";
packages = ["C&C_BunkersTS"];
serverPresetsFile = "objects.gm";
};
Cairo:
{
mapName = "C&C_Cairo";
packages = ["C&C_Cairo"];
serverPresetsFile = "objects.gm";
};
Canyon:
{
mapName = "C&C_Canyon";
serverPresetsFile = "objects.gm";
};
Carnage:
{
mapName = "C&C_Carnage-Club_Xtreme";
packages = ["C&C_Carnage-Club_Xtreme"];
serverPresetsFile = "objects.gm";
};
Christmas_Special:
{
mapName = "C&C_Christmas_Special";
packages = ["C&C_Christmas_Special"];
serverPresetsFile = "objects.gm";
};
City_Flying:
{
mapName = "C&C_City_Flying";
serverPresetsFile = "objects.gm";
};
City2_Flying:
{
mapName = "C&C_City2_Flying";
packages = ["C&C_City2_Flying"];
serverPresetsFile = "objects.gm";
};
Complex:
{
mapName = "C&C_Complex";
serverPresetsFile = "objects.gm";
};

```

```

};
Conquest_Winter:
{
  mapName = "C&C_Conquest_Winter";
  packages = ["C&C_Conquest_Winter"];
  serverPresetsFile = "objects.gm";
};
Country_Meadow:
{
  mapName = "C&C_Country_Meadow";
  packages = ["C&C_Country_Meadow"];
  serverPresetsFile = "objects.gm";
};
CrevasseTS:
{
  mapName = "C&C_CrevasseTS";
  packages = ["C&C_CrevasseTS"];
  serverPresetsFile = "objects.gm";
};
EVA_Relaunch:
{
  mapName = "C&C_EVA_Relaunch";
  packages = ["C&C_EVA_Relaunch"];
  serverPresetsFile = "objects.gm";
};
Field:
{
  mapName = "C&C_Field";
  serverPresetsFile = "objects.gm";
};
FieldTS:
{
  packages = ["C&C_FieldTS"];
  mapName = "C&C_FieldTS";
  serverPresetsFile = "objects.gm";
};
FjordsTR:
{
  mapName = "C&C_FjordsTR";
  packages = ["C&C_FjordsTR"];
  serverPresetsFile = "objects.gm";
};
ForestOfIllusion:
{
  packages = ["C&C_ForestOfIllusion"];
  mapName = "C&C_ForestOfIllusion";
  serverPresetsFile = "objects.gm";
};

```

Gigantomachy:

```
{  
  mapName = "C&C_Gigantomachy";  
  packages = ["C&C_Gigantomachy"];  
  serverPresetsFile = "objects.gm";  
};
```

Glacier_Flying:

```
{  
  mapName = "C&C_Glacier_Flying";  
  serverPresetsFile = "objects.gm";  
};
```

GlacierTS:

```
{  
  mapName = "C&C_GlacierTS";  
  packages = ["C&C_GlacierTS"];  
  serverPresetsFile = "objects.gm";  
};
```

Gobi:

```
{  
  mapName = "C&C_Gobi";  
  packages = ["C&C_Gobi"];  
  serverPresetsFile = "objects.gm";  
};
```

Golf_Course:

```
{  
  mapName = "C&C_Golf_Course";  
  packages = ["C&C_Golf_Course"];  
  serverPresetsFile = "objects.gm";  
};
```

Hangmans_Canyon:

```
{  
  mapName = "C&C_Hangmans_Canyon";  
  packages = ["C&C_Hangmans_Canyon"];  
  serverPresetsFile = "objects.gm";  
};
```

High_Noon:

```
{  
  mapName = "C&C_High_Noon_2.1";  
  packages = ["C&C_High_Noon_2.1"];  
  serverPresetsFile = "objects.gm";  
};
```

Hourglass:

```
{  
  mapName = "C&C_Hourglass";  
  serverPresetsFile = "objects.gm";  
};
```

Hourglass_Flying:

```
{
```

```

mapName = "C&C_Hourglass_Flying";
packages = ["C&C_Hourglass_Flying"];
serverPresetsFile = "objects.gm";
};
Islands:
{
  mapName = "C&C_Islands";
  serverPresetsFile = "objects.gm";
};
Land:
{
  mapName = "C&C_Land";
  packages = ["C&C_Land"];
  serverPresetsFile = "objects.gm";
};
Last_Stand:
{
  mapName = "C&C_Last_Stand";
  packages = ["C&C_Last_Stand"];
  serverPresetsFile = "objects.gm";
};
Mesa:
{
  mapName = "C&C_Mesa";
  serverPresetsFile = "objects.gm";
};
Metropolis:
{
  mapName = "C&C_Metropolis";
  packages = ["C&C_Metropolis"];
  serverPresetsFile = "objects.gm";
};
MetroTS:
{
  mapName = "C&C_MetroTS";
  packages = ["C&C_MetroTS"];
  serverPresetsFile = "objects.gm";
};
MinesTS:
{
  mapName = "C&C_MinesTS";
  packages = ["C&C_MinesTS"];
  serverPresetsFile = "objects.gm";
};
MutationRedux:
{
  mapName = "C&C_MutationRedux";
  packages = ["C&C_MutationRedux"];
};

```

```

serverPresetsFile = "objects.gm";
};
Ocean_View_B1:
{
mapName = "C&C_Ocean_View_B1";
packages = ["C&C_Ocean_View_B1"];
serverPresetsFile = "objects.gm";
};
River_RaidTS:
{
mapName = "C&C_River_RaidTS";
packages = ["C&C_River_RaidTS"];
serverPresetsFile = "objects.gm";
};
Sand:
{
mapName = "C&C_Sand";
packages = ["C&C_Sand"];
serverPresetsFile = "objects.gm";
};
SeasideCanyon:
{
mapName = "C&C_SeasideCanyon";
packages = ["C&C_SeasideCanyon"];
serverPresetsFile = "objects.gm";
};
Siege:
{
mapName = "C&C_Siege";
packages = ["C&C_Siege"];
serverPresetsFile = "objects.gm";
};
Silent_Dawn:
{
mapName = "C&C_Silent_Dawn";
packages = ["C&C_Silent_Dawn"];
serverPresetsFile = "objects.gm";
};
Snow:
{
mapName = "C&C_Snow";
packages = ["C&C_Snow"];
serverPresetsFile = "objects.gm";
};
SnowStorm:
{
mapName = "C&C_Snow_Storm";
packages = ["C&C_Snow_Storm"];
};

```

```
serverPresetsFile = "objects.gm";
};
St0rm-Escape:
{
mapName = "C&C_St0rm-Escape";
packages = ["C&C_St0rm-Escape"];
serverPresetsFile = "objects.esc";
};
Terrace:
{
mapName = "C&C_Terrace";
packages = ["C&C_Terrace"];
serverPresetsFile = "objects.gm";
};
Tobruk:
{
mapName = "C&C_Tobruk";
packages = ["C&C_Tobruk"];
serverPresetsFile = "objects.gm";
};
Tomb:
{
mapName = "C&C_Tomb";
packages = ["C&C_Tomb"];
serverPresetsFile = "objects.gm";
};
Tropics:
{
mapName = "C&C_Tropics";
packages = ["C&C_Tropics"];
serverPresetsFile = "objects.gm";
};
Under:
{
mapName = "C&C_Under";
serverPresetsFile = "objects.gm";
};
Volcano:
{
mapName = "C&C_Volcano";
serverPresetsFile = "objects.gm";
};
Volcano_Flying:
{
mapName = "C&C_Volcano_Flying";
packages = ["C&C_Volcano_Flying"];
serverPresetsFile = "objects.gm";
};
```

```
Walls_Flying:  
{  
  mapName = "C&C_Walls_Flying";  
  serverPresetsFile = "objects.gm";  
};  
};
```

Here's an example of mine.
