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Subject: Client object changes via Resource downloader

Posted by [cAmpa](#) on Fri, 29 Jun 2012 16:26:30 GMT

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I want to change a few thing's in the client objects.ddb and let it load via resource downloader.

My way to do it would be this:

1. Editing objects.ddb file with my changes.
2. Convert it to a package.
3. Install the package.
4. Upload it to the ttfs website.

My question is,

will the client's with my objects file have any trouble with connecting to other servers? [version's mismatch, anticheat etc.]

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Subject: Re: Client object changes via Resource downloader

Posted by [StealthEye](#) on Fri, 29 Jun 2012 18:25:05 GMT

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No, that should not be a problem. I don't know if it works at all though. Possibly you need to change temps20.ddb and provide it in the package rather than objects.ddb.

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Subject: Re: Client object changes via Resource downloader

Posted by [iRANian](#) on Fri, 29 Jun 2012 18:38:07 GMT

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When me and zunnie tried doing a modified objects.ddb file it didn't work.

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