
Subject: Objects.gm/ddb

Posted by [Comp_uter15776](#) on Sat, 04 Aug 2012 22:01:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hey everyone,

Having a little trouble with getting a modified preset file to work so that users do not require to download the file, I know I have not added anything, only edited, so it should be possible. I have named my objects file as objects.gm and is .gm in the SSGM file.

However, when someone joins without the file, they receive the error "version mismatch" and have no choice but to quit. If someone has the file, they are able to connect and use full functionality.

I need to this work as it contains some helpful modifications such as obbygun/agtgun and ultigun!

Many thanks in advance,

Comp_uter15776

Subject: Re: Objects.gm/ddb

Posted by [Xpert](#) on Sat, 04 Aug 2012 23:30:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

Comp_uter15776 wrote on Sat, 04 August 2012 18:01Hey everyone,

Having a little trouble with getting a modified preset file to work so that users do not require to download the file, I know I have not added anything, only edited, so it should be possible. I have named my objects file as objects.gm and is .gm in the SSGM file.

However, when someone joins without the file, they receive the error "version mismatch" and have no choice but to quit. If someone has the file, they are able to connect and use full functionality.

I need to this work as it contains some helpful modifications such as obbygun/agtgun and ultigun!

Many thanks in advance,

Comp_uter15776

If you changed a name of a preset, then clients need to have that specific object file also.

If all you did was modify what weapon goes on a preset, then all you have to do is place it in the server's data folder. The client doesn't need to download the objects file.

If you're using a 4.0 server, then you need to add the objects file inside the tt.cfg file.

Subject: Re: Objects.gm/ddb
Posted by [Comp_uter15776](#) on Sun, 05 Aug 2012 08:01:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

I seem thanks for that. I'll have a look over what's there, and if anything looks out of place, I'll just start again - nothing too major was edited.

Cheers for a swift reply!

Comp_uter15776.

EDIT: I started afresh, changed obbygun and agtgun, put it to .gm, ssgm to .gm, map specific settings to .gm, and it still doesn't work? :s It's not like, registering that the objects file is there.

Subject: Re: Objects.gm/ddb
Posted by [Comp_uter15776](#) on Sun, 05 Aug 2012 15:17:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

No-one want to shed any light on this? D:

Subject: Re: Objects.gm/ddb
Posted by [robbyke](#) on Sun, 05 Aug 2012 18:53:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

i can try to help

what are exactly your changes and how did you do them

what are those changes for?

if i know these things i might be able to help

Subject: Re: Objects.gm/ddb
Posted by [Xpert](#) on Sun, 05 Aug 2012 20:33:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

You're not listening to what I just said in my first post.

You have to place the objects file name in the tt.cfg file. The objects file settings in the ssgm.ini is obsolete as it was moved to the tt.cfg file in beta 4.

A global setting would be this:

```
global:
{
serverPresetsFile = "objects.gm";
};
```

A per-map setting would be something like this:

```
gameDefinitions:
{
BasinTS:
{
mapName = "C&C_BasinTS";
packages = ["C&C_BasinTS"];
serverPresetsFile = "objects.gm";
};
};
```

Subject: Re: Objects.gm/ddb
Posted by [Comp_uter15776](#) on Sun, 05 Aug 2012 21:03:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Xpert, I stated in my 2nd post that I changed map-specific settings to .gm, I actually did my research and saw a previous post you made where you detailed what your tt.cfg looked like.

Anyway, sorry to lash out like that, it's been a long day.

For more info, I changed POW_Double_Damage to Obbygun (the MX0 object), POW_Neuro_Link to Agtgun (the AGT_Missile object), POW_Adrenaline_Syring to the Ultigun (there's only one it can be I believe) and finally POW_Medal_Armor and POW_Medal_Health to Grant 50 Armor and 50 HP respectively.

This was all off memory (with regards to the POW_ names) but that's only say, POW_Medal_Armor might be POW_Armor_Medal or something. Everything else is correct. I've changed nothing else from that, and all presets are named as their originals.

Subject: Re: Objects.gm/ddb
Posted by [Whitedragon](#) on Sun, 05 Aug 2012 21:32:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

If I remember right changing the wrong things will make clients crash upon joining the game, not give them version mismatch errors. Double check that your file is named objects.gm and not objects.ddb. If you have a modified objects.ddb that will give version mismatch errors even if the serverPresetsFile is set to objects.gm and an objects.gm file is present.

Subject: Re: Objects.gm/ddb
Posted by [robbyke](#) on Mon, 06 Aug 2012 03:12:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

if those were the things you changed and only made each grant a weapon

the ddb itself wont be the problem

it is a setting

try using another extension than .gm
that worked for me

PS:
the mx0 obelisk has 999999999999 damage, you sure you want that one?

Subject: Re: Objects.gm/ddb
Posted by [Comp_uter15776](#) on Mon, 06 Aug 2012 08:24:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Erm, what other extensions are there? xD

And yep, it's objects.gm.

Subject: Re: Objects.gm/ddb
Posted by [Ethenal](#) on Mon, 06 Aug 2012 15:04:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Comp_uter15776 wrote on Mon, 06 August 2012 03:24Erm, what other extensions are there? xD

And yep, it's objects.gm.

Any extension you want on the planet. It doesn't have to be called objects.gm anymore, it can be called objects.exe if you so feel like it. Or objects.M01 (which we use to name our map specific ones). Or objects.porn.

Subject: Re: Objects.gm/ddb
Posted by [Comp_uter15776](#) on Tue, 07 Aug 2012 08:08:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Still doesn't look like it wants to do it :/
