

---

Subject: FDS serverside problem

Posted by [Obelisk](#) on Thu, 28 Jul 2005 00:09:42 GMT

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

---

When i am making a serverside map i usually edit the presets and rename it as objects.aow and it works. But once at somthing new and more updated like the newer scripts.dll or bhs.dll i does'nt work anymore and i have to name it objects.ddb which somtimes causes the 0 bug.Do i just need to wait for a newer version or is there a way to fix this? Thanks for any help :}

---