
Subject: Re: Server settings won't be taken over by the clients (objects.aow)
Posted by [EA-DamageEverything](#) on Sun, 11 Sep 2005 02:22:16 GMT
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Surely I put it into the DATA folder.

No issues, just normal gameplay.

MP, BlackCell, XPhaze, Stormgaming...all they have some serversided mods running...
