
Subject: Re: Old Objects.ddb Files with FDS

Posted by [trooprm02](#) on Thu, 29 Jun 2006 13:17:13 GMT

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Reborn wrote on Wed, 28 June 2006 18:52 In your new objects.aow file there are presets (a preset for example might be a soldier or a vehicle.. even a structure) that have scripts hooked to them (scripts in the scripts.dll file that are attached to presets) in order for things to work correctly. An example of this is gamelogging, most vehicles have "KAK_Vehicle_Log" and "MAC_Vehicle" attached to them... This allows for cool features to work correctly. These are not the only scripts hooked to presets via the objects.aow file, but is a good example.

Now your old objects.ddb file doesn't have all these kick-ass scripts hooked to presets. So what you would have to do is make the mod again using the objects.aow file from SSAOW.

To do this simply rename the objects.aow file to onjects.ddb and plonk it in your presets folder of your mod package, then make your mods and save the altered presets. Then when your, rename it back to objects.aow and place it on your server.

You could just rename your old objects.ddb file to objects.aow and it might work, but a lot of shit would break...

Thanks for the help!

The only thing I still have question is about the 2nd last paragraph. Its not a mod package (as in .pkg ?), its only the 1 objects.ddb file. So would that change anything?