Subject: Re: Gameplay Pending Crash!
Posted by Zion on Sat, 02 Dec 2006 13:56:54 GMT

Try puting the .ldd or .lsd into the data folder and run the .mix file. The .lsd/.ldd will override the ones in the mix file with the ones you edited.

If you have already done this, put the objects.ddb into the data folder and rename it to objects.aow (SSAOW and its counterparts only).

If not, try all of the above.