Subject: Re: object.gm HELP
Posted by cpjok on Sun, 02 Dec 2007 21:06:58 GMT

idk then is your server running ssaow or ssgm iof not you have objects.ddb

im not sure why it dosent work but anyway

Anyway Good Luck Getting It To Work

File Attachments
1) ssgm.JPG, downloaded 422 times

Renegade Master Server - carol - svrcfg_cnc.ini

```
Renegade Free Dedicated Server v1.037 BH-838 01/23/2003 - 10:59:26
Console mode active
BIATCH version 1.0, built on Apr 24 2007 at 23:28:14
*** Auto starting game. Type 'quit' to abort ***
Initializing Westwood Online Mode
Got server list
Logging onto Pacific Server
Logged on OK
Applying server settings
Creating game channel...
Channel created OK
Server Side Game Manager v2.0.2 with Scripts.dll v3.4.1 loaded
Created by Black Cell.net
RenegadeFDS DDE channel initialized
Warning: Plugin Luaplugin.dll was designed to work with SSGM v2.0 Beta 2. You ma
y experience instability running with v2.0.2.
Plugin Luaplugin.dll(RenegadeScripting.dll) v1.0 loaded
Loading level C&C_Islands.mix
Host: Teams have been remixed.
Load 100% complete
Level loaded OK
New settings detected and loaded from ssgm.ini!
Running in All Out War mode.
```

SSGM

Other Places

- 📁 RenegadeFDS
- 🗐 My Documents
- 📁 Shared Documents
- 💻 My Computer
- 🖥 My Network Places

Details

RenegadeServer
Application

Date Modified: 26 April 2002, 15:21

Size: 92.0 KB

crashdump24 crashdump25 crashdump26 crashdump27 crashdump28

Explanation of the Gamem... gamelog LuaPlugin.dll Making Plugins Mss32.dll ms

patchget PATCHW32.... readme RenegadeS... RenegadeS... Re

scripts2.dll Scripts.dll server Server.dat.... shaders.dll

ssgm_9-27-... ssgm_9-29-... ssgm_9-30-... ssgm_10-1-... ssgm_10-2-... ss

The Third Tib

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