
Subject: Re: object.gm HELP

Posted by [cpjok](#) on Sun, 02 Dec 2007 21:06:58 GMT

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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 88 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
RenegadeFDS DDE channel initialized
Warning: Plugin Luaplugin.dll was designed to work with SSGM v2.0 Beta 2. You may
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.
```



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

