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Subject: Re: Help with Level Edit and Objects

Posted by [EA-DamageEverything](#) on Wed, 02 Apr 2008 22:31:08 GMT

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He already did change the tick rate.

You have to do the following= Goto

C:\%programdir%\RenegadePublicTools\LevelEdit\%yourmodname%\presets

and copy the objects.ddb into the DATA dir from your server. Then rename it to objects.gm. Open the ssgm.ini and change the following to gm=

```
; ObjectsFile=
;
; Specifies the extension of the objects file to load, can be used to override the loading of the
normal objects.ddb file.
; Like most settings this can be changed in the map specific section. So the server can load a
different objects file
; for each map without needing to temp anything, a feature the game originally lacked.
; Do not change this unless you know what you're doing. Must be 1-3 characters
; The default setting is ddb, which makes it load the objects.ddb file. If you want to run a modified
objects file then set
; this to "gm" and rename your objects file to "objects.gm."
```

ObjectsFile=gm

Default is ddb although SSGM doesn't come with a file like this because it doesn't need it.

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