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Subject: Re: the downloader

Posted by [nuker7738](#) on Sun, 11 Mar 2012 06:13:29 GMT

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If it's just a simple objects.ddb mod you want to make, can't you just use SSGM's options for loading a custom server-side objects.ddb?

Or is this a mod that will modify weapon damage, etc. (and thus would not work using SSGM's plugin)?

If the latter is true, you will have to convert that objects.ddb mod into a temps.ddb mod and compile it into the .mix with your map. Simply dragging and dropping won't work, either; you must compile your map into a .mix after you have made your temps.ddb mod AND saved your map (even if you made no changes to the map, it needs to compile the temps.ddb) and then your map should automatically load with your mods, and all who play the map will as well.

Just another thought: if all your mod does is give everyone AGT and Obby guns, can't you change the SSGM settings (that normally give you your pistol and C4) to give you an AGT and Obby gun?

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