
Subject: ssgm wont load custom objects.gm
Posted by [robbyke](#) on Wed, 14 Mar 2012 01:02:46 GMT
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my objects.gm is in the data folder

and has also been placed in the server folder to test

ssgm.ini :
Toggle Spoiler

[General]

Port=4847

;xxxSpawnChar can be used to set the character players spawn as.

;For example if you want everyone to spawn as Havoc and Sakura you enter the following for GDI- and NodSpawnChar:

;GDISpawnChar=

;NodSpawnChar=

;With the ObjectsFilename you can set which objects.ddb file must be loaded with the server.

;For instance if you make adjustments you would rename objects.ddb to objects.gm and enter that as the ObjectsFilename.

ObjectsFileName=objects.gm

;InvincibleBuildings makes all buildings Invincible and they cannot be destroyed.

InvincibleBuildings=0

;ForceTeam can put all players on GDI (1) or Nod (0) which is useful for Coop servers.

;ForceTeam=

;Setting RefillLimit to 10 seconds will only allow you to refill once every 10 seconds.

;RefillLimit=

;The options below disable said things which is pretty self-explanatory.

;DisableBeacons=

;DisableBaseDefenses=

;DisablePowerPlants=

;DisableRefineries=

;DisableSoldierFactories=

;DisableVehicleFactories=

;DisableRepairPads=

;DisableCommCenters=

;FreePurchases will make all PT options free of credits.

;Note that players need a minimum of \$1500 to access the PT for a Mammoth Tank.

;FreePurchases=

;DisableExtraWeapons allows to strip the players alternate weapons such as their Pistol and C4.

;Useful for Sniper servers where you want players to only have their primary sniper weapon.

;DisableExtraWeapons=

;BuildingDeathPages will send the player a page they killed a building.

BuildingDeathPages=1

;PowerupExpireTime is the time in seconds for a dropped powerup to remain, when time runs out the powerup will disappear

PowerupExpireTime=30

;PlayPowerupSounds to enable playing sounds and displaying messages when a powerup is picked up

PlayPowerupSounds=1

;WreckDestroySelfTime sets the time in seconds for a vehicle wreck to destroy itself

WreckDestroySelfTime=90

;Play quake style sounds when players achieve multikills etc?

PlayQuakeSounds=0

;Can Stealth Black Hand characters pickup dropped weapons?

SBHCanPickupDropWeapons=1

;If set to 1 advanced characters will drop a DNA powerup which changes the player that picks it up to the char that dropped it.

CharactersDropDNA=0

;ShowExtraMessages shows when a teammember disarms C4's, Mines, Beacons, repairs Buildings or the Harvester.

ShowExtraMessages=1

;This setting allows players to bind their vehicles.

VehicleOwnership=true

;Gamelog writes gamespecific information to the TCP port defined earlier and (Bren)bots can pickup that info and

;display it on IRC for example.

EnableGamelog=true

;This enables killmessages for when players are killed by defenses or tiberium.

ExtraKillMessages=true

;WeatherType can be set to "None", "Snow", "Ash" or "Rain"

;WeatherType=None

[WeaponGrant]

;in the WeaponGrant section you put lines like this

;CnC_GDI_MiniGunner_0=Weapon_1,Weapon_2,Weapon_3
;and it will give the powerups Weapon_1, Weapon_2 and Weapon_3 on spawn for that character

[WeaponDrop]

;Example:

;CnC_GDI_MiniGunner_0=Armor_1,Health_1,Weapon_1
CnC_GDI_Engineer_0=CnC_POW_MineRemote_02,POW_RepairGun_Player,POW_Armor_025,
POW_Health_025
CnC_GDI_Engineer_2SF=CnC_MineProximity_05,CnC_POW_MineRemote_02,CnC_POW_Mine
Timed_Player_02,CnC_POW_RepairGun_Player
CnC_GDI_Grenadier_0=POW_GrenadeLauncher_Player,POW_Armor_025,POW_Health_025
CnC_GDI_Grenadier_0_Secret=POW_GrenadeLauncher_Player,POW_Armor_025,POW_Health
_025
CnC_GDI_Grenadier_2SF=POW_TiberiumFlechetteGun_Player,POW_Armor_100,POW_Health_
100
CnC_Ignatio_Mobius=POW_VoltAutoRifle_Player,CnC_POW_Armor_Max,CnC_POW_Health_M
ax
CnC_Ignatio_Mobius_ALT2=POW_VoltAutoRifle_Player,CnC_POW_Armor_Max,CnC_POW_He
alth_Max
CnC_GDI_MiniGunner_0=POW_AutoRifle_Player,POW_Armor_025,POW_Health_025
CnC_GDI_MiniGunner_1Off=POW_Chaingun_Player,POW_Armor_050,POW_Health_050
CnC_GDI_MiniGunner_2SF=POW_SniperRifle_Player,POW_Armor_100,POW_Health_100
CnC_GDI_MiniGunner_2SF_Logan=POW_SniperRifle_Player,POW_Armor_100,POW_Health_1
00
CnC_GDI_MiniGunner_3Boss=POW_RamjetRifle_Player,CnC_POW_Armor_Max,CnC_POW_H
ealth_Max
CnC_GDI_MiniGunner_3Boss_ALT2=POW_RamjetRifle_Player,CnC_POW_Armor_Max,CnC_P
OW_Health_Max
CnC_GDI_MiniGunner_3Boss_ALT3=POW_RamjetRifle_Player,CnC_POW_Armor_Max,CnC_P
OW_Health_Max
CnC_GDI_MiniGunner_3Boss_ALT4=POW_RamjetRifle_Player,CnC_POW_Armor_Max,CnC_P
OW_Health_Max
CnC_GDI_RocketSoldier_0=POW_Shotgun_Player,POW_Armor_025,POW_Health_025
CnC_GDI_RocketSoldier_1Off=POW_RocketLauncher_Player,POW_Armor_050,POW_Health_0
50
CnC_GDI_RocketSoldier_2SF=CnC_POW_RocketLauncher_Player,POW_Armor_100,POW_He
alth_100
CnC_GDI_RocketSoldier_2SF_Secret=CnC_POW_RocketLauncher_Player,POW_Armor_100,P
OW_Health_100
CnC_Sydney_PowerSuit=POW_PersonallonCannon_Player,CnC_POW_Armor_Max,CnC_POW
_Health_Max
CnC_Sydney_PowerSuit_ALT2=POW_PersonallonCannon_Player,CnC_POW_Armor_Max,CnC
_POW_Health_Max
CnC_Sydney=POW_TiberiumAutoRifle_Player,POW_Armor_050,POW_Health_050
CnC_Nod_Engineer_0=CnC_POW_MineRemote_02,POW_RepairGun_Player,POW_Armor_025,
POW_Health_025
CnC_Nod_Flamethrower_0=POW_Flamethrower_Player,POW_Armor_025,POW_Health_025
CnC_Nod_Flamethrower_0_Secret=POW_Flamethrower_Player,POW_Armor_025,POW_Health

_025

CnC_Nod_FlameThrower_1Off=POW_ChemSprayer_Player,POW_Armor_050,POW_Health_050
CnC_Nod_FlameThrower_2SF=POW_LaserRifle_Player,POW_Armor_100,POW_Health_100
CnC_Nod_FlameThrower_3Boss=CnC_POW_VoltAutoRifle_Player_Nod,CnC_POW_Armor_Max
,CnC_POW_Health_Max
CnC_Nod_FlameThrower_3Boss_ALT2=CnC_POW_VoltAutoRifle_Player_Nod,CnC_POW_Arm
or_Max,CnC_POW_Health_Max
CnC_Nod_Minigunner_0=POW_AutoRifle_Player_Nod,POW_Armor_025,POW_Health_025
CnC_Nod_Minigunner_1Off=POW_Chaingun_Player_Nod,POW_Armor_050,POW_Health_050
CnC_Nod_Minigunner_2SF=POW_SniperRifle_Player_Nod,POW_Armor_100,POW_Health_100
CnC_Nod_Minigunner_3Boss=POW_RamjetRifle_Player,CnC_POW_Armor_Max,CnC_POW_He
alth_Max
CnC_Nod_MiniGunner_3Boss_ALT2=POW_RamjetRifle_Player,CnC_POW_Armor_Max,CnC_P
OW_Health_Max
CnC_Nod_RocketSoldier_0=POW_Shotgun_Player,POW_Armor_025,POW_Health_025
CnC_Nod_RocketSoldier_0_Secret=POW_Shotgun_Player,POW_Armor_025,POW_Health_025
CnC_Nod_RocketSoldier_1Off=POW_RocketLauncher_Player,POW_Armor_050,POW_Health_0
50
CnC_Nod_RocketSoldier_2SF=POW_LaserChaingun_Player,POW_Armor_100,POW_Health_10
0
CnC_Nod_RocketSoldier_3Boss=POW_Railgun_Player,CnC_POW_Armor_Max,CnC_POW_Hea
lth_Max
CnC_Nod_RocketSoldier_3Boss_ALT2=POW_Railgun_Player,CnC_POW_Armor_Max,CnC_PO
W_Health_Max
CnC_Nod_RocketSoldier_3Boss_Secret=POW_Railgun_Player,CnC_POW_Armor_Max,CnC_P
OW_Health_Max
CnC_Nod_RocketSoldier_3Boss_Secret2=POW_Railgun_Player,CnC_POW_Armor_Max,CnC_P
OW_Health_Max
CnC_Nod_Technician_0=CnC_MineProximity_05,CnC_POW_MineRemote_02,CnC_POW_Mine
Timed_Player_02,CnC_POW_RepairGun_Player,CnC_POW_Armor_Max,CnC_POW_Health_Ma
x

[VehicleWreckage]

;Here you can set the wrecked vehicle to create when players blowup a vehicle.
;The wreck can be repaired and will spawn a new vehicle of the type that was repaired.

CnC_GDI_APC=GDI_APC_Destroyed
CnC_GDI_Humm-vee=GDI_Humm-vee_destroyed
CnC_GDI_Medium_Tank=GDI_Medium_Tank_Destroyed
CnC_Nod_Buggy=Nod_Buggy_Destroyed
CnC_Nod_Light_Tank=Nod_Light_Tank_Destroyed
CnC_GDI_Humm-vee_Temp=GDI_Humm-vee_destroyed

[PresetDisable]

;Allows disabling certain things to be purchased. For example:
;1=CnC_GDI_MiniGunner_3Boss

[Plugins]

;Plugins can be enabled here. Simply add the .dll to the list for example:

0=bansystem.dll
;01=Mute.dll
;02=Swap.dll
01=KB.dll
02=ExtraConsoleCommands.dll
