
Subject: Re: ssgm wont load custom objects.gm
Posted by [Xpert](#) on Fri, 16 Mar 2012 21:04:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

gameDefinitions:

```
{
  BasinTS:
  {
    mapName = "C&C_BasinTS";
    packages = ["C&C_BasinTS"];
    serverPresetsFile = "objects.gm";
  };
  Bio:
  {
    mapName = "C&C_Bio";
    packages = ["C&C_Bio"];
    serverPresetsFile = "objects.gm";
  };
  BunkersTS:
  {
    mapName = "C&C_BunkersTS";
    packages = ["C&C_BunkersTS"];
    serverPresetsFile = "objects.gm";
  };
  Cairo:
  {
    mapName = "C&C_Cairo";
    packages = ["C&C_Cairo"];
    serverPresetsFile = "objects.gm";
  };
  Canyon:
  {
    mapName = "C&C_Canyon";
    serverPresetsFile = "objects.gm";
  };
  Carnage:
  {
    mapName = "C&C_Carnage-Club_Xtreme";
    packages = ["C&C_Carnage-Club_Xtreme"];
    serverPresetsFile = "objects.gm";
  };
  Christmas_Special:
  {
    mapName = "C&C_Christmas_Special";
    packages = ["C&C_Christmas_Special"];
    serverPresetsFile = "objects.gm";
  };
  City_Flying:
```

```
{
  mapName = "C&C_City_Flying";
  serverPresetsFile = "objects.gm";
};
City2_Flying:
{
  mapName = "C&C_City2_Flying";
  packages = ["C&C_City2_Flying"];
  serverPresetsFile = "objects.gm";
};
Complex:
{
  mapName = "C&C_Complex";
  serverPresetsFile = "objects.gm";
};
Conquest_Winter:
{
  mapName = "C&C_Conquest_Winter";
  packages = ["C&C_Conquest_Winter"];
  serverPresetsFile = "objects.gm";
};
Country_Meadow:
{
  mapName = "C&C_Country_Meadow";
  packages = ["C&C_Country_Meadow"];
  serverPresetsFile = "objects.gm";
};
CrevasseTS:
{
  mapName = "C&C_CrevasseTS";
  packages = ["C&C_CrevasseTS"];
  serverPresetsFile = "objects.gm";
};
EVA_Relaunch:
{
  mapName = "C&C_EVA_Relaunch";
  packages = ["C&C_EVA_Relaunch"];
  serverPresetsFile = "objects.gm";
};
Field:
{
  mapName = "C&C_Field";
  serverPresetsFile = "objects.gm";
};
FieldTS:
{
  packages = ["C&C_FieldTS"];
  mapName = "C&C_FieldTS";
};
```

```
serverPresetsFile = "objects.gm";
};
FjordsTR:
{
mapName = "C&C_FjordsTR";
packages = ["C&C_FjordsTR"];
serverPresetsFile = "objects.gm";
};
ForestOfIllusion:
{
packages = ["C&C_ForestOfIllusion"];
mapName = "C&C_ForestOfIllusion";
serverPresetsFile = "objects.gm";
};
Gigantomachy:
{
mapName = "C&C_Gigantomachy";
packages = ["C&C_Gigantomachy"];
serverPresetsFile = "objects.gm";
};
Glacier_Flying:
{
mapName = "C&C_Glacier_Flying";
serverPresetsFile = "objects.gm";
};
GlacierTS:
{
mapName = "C&C_GlacierTS";
packages = ["C&C_GlacierTS"];
serverPresetsFile = "objects.gm";
};
Gobi:
{
mapName = "C&C_Gobi";
packages = ["C&C_Gobi"];
serverPresetsFile = "objects.gm";
};
Golf_Course:
{
mapName = "C&C_Golf_Course";
packages = ["C&C_Golf_Course"];
serverPresetsFile = "objects.gm";
};
Hangmans_Canyon:
{
mapName = "C&C_Hangmans_Canyon";
packages = ["C&C_Hangmans_Canyon"];
serverPresetsFile = "objects.gm";
```

```

};
High_Noon:
{
  mapName = "C&C_High_Noon_2.1";
  packages = ["C&C_High_Noon_2.1"];
  serverPresetsFile = "objects.gm";
};
Hourglass:
{
  mapName = "C&C_Hourglass";
  serverPresetsFile = "objects.gm";
};
Hourglass_Flying:
{
  mapName = "C&C_Hourglass_Flying";
  packages = ["C&C_Hourglass_Flying"];
  serverPresetsFile = "objects.gm";
};
Islands:
{
  mapName = "C&C_Islands";
  serverPresetsFile = "objects.gm";
};
Land:
{
  mapName = "C&C_Land";
  packages = ["C&C_Land"];
  serverPresetsFile = "objects.gm";
};
Last_Stand:
{
  mapName = "C&C_Last_Stand";
  packages = ["C&C_Last_Stand"];
  serverPresetsFile = "objects.gm";
};
Mesa:
{
  mapName = "C&C_Mesa";
  serverPresetsFile = "objects.gm";
};
Metropolis:
{
  mapName = "C&C_Metropolis";
  packages = ["C&C_Metropolis"];
  serverPresetsFile = "objects.gm";
};
MetroTS:
{

```

```

mapName = "C&C_MetroTS";
packages = ["C&C_MetroTS"];
serverPresetsFile = "objects.gm";
};
MinesTS:
{
mapName = "C&C_MinesTS";
packages = ["C&C_MinesTS"];
serverPresetsFile = "objects.gm";
};
MutationRedux:
{
mapName = "C&C_MutationRedux";
packages = ["C&C_MutationRedux"];
serverPresetsFile = "objects.gm";
};
Ocean_View_B1:
{
mapName = "C&C_Ocean_View_B1";
packages = ["C&C_Ocean_View_B1"];
serverPresetsFile = "objects.gm";
};
River_RaidTS:
{
mapName = "C&C_River_RaidTS";
packages = ["C&C_River_RaidTS"];
serverPresetsFile = "objects.gm";
};
Sand:
{
mapName = "C&C_Sand";
packages = ["C&C_Sand"];
serverPresetsFile = "objects.gm";
};
SeasideCanyon:
{
mapName = "C&C_SeasideCanyon";
packages = ["C&C_SeasideCanyon"];
serverPresetsFile = "objects.gm";
};
Siege:
{
mapName = "C&C_Siege";
packages = ["C&C_Siege"];
serverPresetsFile = "objects.gm";
};
Silent_Dawn:
{

```

```

mapName = "C&C_Silent_Dawn";
packages = ["C&C_Silent_Dawn"];
serverPresetsFile = "objects.gm";
};
Snow:
{
mapName = "C&C_Snow";
packages = ["C&C_Snow"];
serverPresetsFile = "objects.gm";
};
SnowSt0rm:
{
mapName = "C&C_Snow_St0rm";
packages = ["C&C_Snow_St0rm"];
serverPresetsFile = "objects.gm";
};
St0rm-Escape:
{
mapName = "C&C_St0rm-Escape";
packages = ["C&C_St0rm-Escape"];
serverPresetsFile = "objects.esc";
};
Terrace:
{
mapName = "C&C_Terrace";
packages = ["C&C_Terrace"];
serverPresetsFile = "objects.gm";
};
Tobruk:
{
mapName = "C&C_Tobruk";
packages = ["C&C_Tobruk"];
serverPresetsFile = "objects.gm";
};
Tomb:
{
mapName = "C&C_Tomb";
packages = ["C&C_Tomb"];
serverPresetsFile = "objects.gm";
};
Tropics:
{
mapName = "C&C_Tropics";
packages = ["C&C_Tropics"];
serverPresetsFile = "objects.gm";
};
Under:
{

```

```
mapName = "C&C_Under";
serverPresetsFile = "objects.gm";
};
Volcano:
{
mapName = "C&C_Volcano";
serverPresetsFile = "objects.gm";
};
Volcano_Flying:
{
mapName = "C&C_Volcano_Flying";
packages = ["C&C_Volcano_Flying"];
serverPresetsFile = "objects.gm";
};
Walls_Flying:
{
mapName = "C&C_Walls_Flying";
serverPresetsFile = "objects.gm";
};
};
```

Here's an example of mine.
