
Subject: Re: Objects.gm/ddb
Posted by [Xpert](#) on Sun, 05 Aug 2012 20:33:38 GMT
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You're not listening to what I just said in my first post.

You have to place the objects file name in the tt.cfg file. The objects file settings in the ssgm.ini is obsolete as it was moved to the tt.cfg file in beta 4.

A global setting would be this:

```
global:
{
serverPresetsFile = "objects.gm";
};
```

A per-map setting would be something like this:

```
gameDefinitions:
{
BasinTS:
{
mapName = "C&C_BasinTS";
packages = ["C&C_BasinTS"];
serverPresetsFile = "objects.gm";
};
};
```