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Subject: Another Q about objects

Posted by [Obelisk](#) on Sat, 30 Apr 2005 04:16:26 GMT

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I took the objects.ddb out of FDS folder and used them with leveledit I added a bikespawner when i went into game and copied and pasted objects.ddb into data folder and waited till next map i still get 0 bug.

Where have i gone ring?

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Subject: Re: Another Q about objects

Posted by [ghostSWT](#) on Sat, 30 Apr 2005 07:40:35 GMT

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if you are using a object.ddb file with fds get SSAOW or CP1 thay will take out the 0 bug problem.

with SSAOW you rename your object.ddb to bjects.ddb

with CP1 you rename your object.ddb to objects.aow

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Subject: Another Q about objects

Posted by [Fleetatks](#) on Sat, 30 Apr 2005 13:18:59 GMT

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I never changed my object.ddb into .aow and it works fine..? did u host game? thats the safest bet, and if u did erm.... maybe sum1 with renguard gave u 0 bug??

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