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Subject: FDS serverside problem

Posted by [Obelisk](#) on Thu, 28 Jul 2005 00:09:42 GMT

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When i am making a serverside map i usually edit the presets and rename it as objects.aow and it works. But once at something new and more updated like the newer scripts.dll or bhs.dll i doesn't work anymore and i have to name it objects.ddb which sometimes causes the 0 bug. Do i just need to wait for a newer version or is there a way to fix this? Thanks for any help :}

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Subject: Re: FDS serverside problem

Posted by [Obelisk](#) on Thu, 28 Jul 2005 20:33:52 GMT

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