
Subject: Old Objects.ddb Files with FDS
Posted by [trooprm02](#) on Wed, 28 Jun 2006 19:59:43 GMT
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Hey guys, I wanted to run a modded, old, objects.ddb file on my winFDS.

Is it possible? I heard I need to do it without SSAOW installed, i think I did that, but then the server did not show up in the listings

Subject: Re: Old Objects.ddb Files with FDS
Posted by [JeepRubi](#) on Wed, 28 Jun 2006 20:16:23 GMT
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What do you mean by "old" objects.ddb. Anyway, if you want to mod your server, just add the objects .ddb and rename it to objects.aow. From what i know, youll need to run SSAOW to do this.

Subject: Re: Old Objects.ddb Files with FDS
Posted by [reborn](#) on Wed, 28 Jun 2006 20:19:21 GMT
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Well, you would really need to download the objects.aow from ssaow and port you mods to that instead. There are scripts that are kooked to it that arean't in the stock objects.ddb file.

Subject: Re: Old Objects.ddb Files with FDS
Posted by [trooprm02](#) on Wed, 28 Jun 2006 23:29:41 GMT
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Reborn wrote on Wed, 28 June 2006 15:19Well, you would really need to download the objects.aow from ssaow and port you mods to that instead. There are scripts that are kooked to it that arean't in the stock objects.ddb file.

Um, I already have SSAOW 1.5, and ofcourse the objects. But I don't understand everything you just explained. Something in similiar terms would be nice

Thanks, I know im dumb with mods

Subject: Re: Old Objects.ddb Files with FDS
Posted by [trooprm02](#) on Wed, 28 Jun 2006 23:31:07 GMT
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Jeep Rubi wrote on Wed, 28 June 2006 15:16 What do you mean by "old" objects.ddb. Anyway, if you want to mod your server, just add the objects .ddb and rename it to objects.aow. From what i know, youll need to run SSAOW to do this.

Um, its mod that alters gameplay. Its makes everything crazy. So would I have to change any settings in ssaow.ini (ie: game mode) or anything else? Or would just renaming it work?

Thanks.

Subject: Re: Old Objects.ddb Files with FDS
Posted by [reborn](#) on Wed, 28 Jun 2006 23:52:31 GMT
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In your new objects.aow file there are presets (a preset for example might be a soldier or a vehicle.. even a structure) that have scripts hooked to them (scripts in the scripts.dll file that are attached to presets) in order for things to work correctly. An example of this is gamelogging, most vehicles have "KAK_Vehichle_Log" and "MAC_Vehichle" attached to them... This allows for cool features to work correctly. These are not the only only scripts hooked to presets via the objects.aow file, but is a good example.

Now you old objects.ddb file doesn't have all these kick-ass scripts hooked to presets. So what you would have to do is make the mod again using the objects.aow file from SSAOW.

To do this simply rename the objects.aow file to onjects.ddb and plonk it in your presets folder of your mod package, then make your mods and save the altered presets. Then when your, rename it back to objects.aow and place it on your server.

You could just rename your old objects.ddb file to objects.aow and it might work, but allot of shit would break...

Subject: Re: Old Objects.ddb Files with FDS
Posted by [troopr02](#) on Thu, 29 Jun 2006 13:17:13 GMT
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Reborn wrote on Wed, 28 June 2006 18:52 In your new objects.aow file there are presets (a preset for example might be a soldier or a vehicle.. even a structure) that have scripts hooked to them (scripts in the scripts.dll file that are attached to presets) in order for things to work correctly. An example of this is gamelogging, most vehicles have "KAK_Vehichle_Log" and "MAC_Vehichle" attached to them... This allows for cool features to work correctly. These are not the only only scripts hooked to presets via the objects.aow file, but is a good example.

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You could just rename your old objects.ddb file to objects.aow and it might work, but allot of shit would break...

Thanks for the help!

The only thing I still have question is about the 2bd last paragraph. Its not a mod package (as in .pkg ?), its only the 1 objects.ddb file. So would that change anything?

Subject: Re: Old Objects.ddb Files with FDS
Posted by [trooprm02](#) on Thu, 29 Jun 2006 13:41:38 GMT
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Ok, I just tryed renaming it, it worked but was glitchy and not all the things I had put into the mod were available.

Suggestions on further action?

Subject: Re: Old Objects.ddb Files with FDS
Posted by [trooprm02](#) on Thu, 29 Jun 2006 21:02:02 GMT
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trooprm02 wrote on Thu, 29 June 2006 14:41Ok, I just tryed renaming it, it worked but was glitchy and not all the things I had put into the mod were available.

Suggestions on further action?

Anybody know anything that might help?

Subject: Re: Old Objects.ddb Files with FDS
Posted by [trooprm02](#) on Fri, 30 Jun 2006 14:10:09 GMT
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trooprm02 wrote on Thu, 29 June 2006 08:41Ok, I just tryed renaming it, it worked but was glitchy and not all the things I had put into the mod were available.

Suggestions on further action?

bump

Subject: Re: Old Objects.ddb Files with FDS
Posted by [reborn](#) on Fri, 30 Jun 2006 18:19:17 GMT
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You will need to download the objects.aow from SSAOW and remake your mod using that objects file as a base.

Subject: Re: Old Objects.ddb Files with FDS
Posted by [trooprm02](#) on Fri, 30 Jun 2006 19:40:51 GMT
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Reborn wrote on Fri, 30 June 2006 13:19 You will need to download the objects.aow from SSAOW and remake your mod using that objects file as a base.

kk, that went way over my head, but I think I know someone who could do it for me.

How what exactly should I tell them to do? Just update the old objects.ddb file?

Then Ill be able to rename it and it will work?

Thanks

Subject: Re: Old Objects.ddb Files with FDS
Posted by [reborn](#) on Fri, 30 Jun 2006 19:51:29 GMT
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Tell them to download ssaow and use the objects.aow file from there to build your mod.
Tell them that you want them open your old objects file, look at the all the changes made in there to the presets and to apply those alterations to the new objects.aow file.
If you have a good idea about the changes in your old objects.ddb file then tell them, it will save them alot of time.

BTW, thank whoever you get to do this for you, it will be deserved.
