Subject: Objects.aow
Posted by mrã£Ã§Ä·z on Sat, 11 Aug 2007 22:19:36 GMT
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Hey guys how can i edit the "Objects.aow"   ?

Subject: Re: Objects.aow
Posted by Gen_Blacky on Sat, 11 Aug 2007 22:37:16 GMT
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By changing the objects.aow to objects.ddb and then puting it in LE by putting it in the prest folder of the mod package

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Subject: Re: Objects.aow
Posted by mrã£Ã§Ä·z on Sat, 11 Aug 2007 22:42:42 GMT
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I tyed it many times but it dont work...

Subject: Re: Objects.aow
Posted by Gen_Blacky on Sat, 11 Aug 2007 22:47:39 GMT
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what u mean it don't work wont load in LE ?

Subject: Re: Objects.aow
Posted by mrã£Ã§Ä·z on Sat, 11 Aug 2007 22:49:29 GMT
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if i save it and put it on my server i dont see any changes

Subject: Re: Objects.aow
Posted by Gen_Blacky on Sat, 11 Aug 2007 23:05:35 GMT
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what ssaow version u running

is the ssaow.ini set to .aow

Subject: Re: Objects.aow
Posted by mrÃ£Ã§Ä·z on Sat, 11 Aug 2007 23:14:01 GMT
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[Version]
SSGM=2.0.1
Scripts=3.4.1
BHS=3.4

Theres no SSAOW.ini only SSGM.ini

; This setting determines what type of game will be played on your server.
; 1 = All Out War
; 2 = Capture The Flag
; 3 = Sniping
; 4 = 500 Sniping
; 5 = Infantry Only

! Maybe delet the ; on all out war?

Subject: Re: Objects.aow
Posted by mrÃ£Ã§Ä·z on Sat, 11 Aug 2007 23:19:12 GMT
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Hey i got it. I deleted the ; on All Out War and changed Objectsfile:ddb to Objectsfile: aow

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Subject: Re: Objects.aow
Posted by Gen_Blacky on Sat, 11 Aug 2007 23:21:06 GMT
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If you are useing ssgm change it to gm -_-

Subject: Re: Objects.aow
Posted by Sn1per74* on Sun, 12 Aug 2007 04:19:26 GMT
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Gen_Blacky wrote on Sat, 11 August 2007 18:21If you are useing ssgm change it to gm -_-
objects.gm that is.

Subject: Re: Objects.aow

Posted by reborn on Sun, 12 Aug 2007 11:17:02 GMT

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Actually, you guys are mis-guiding him. If it calls it .aow then it will be fine, as long as he declared it in the ssg,.ini file as aow.

Subject: Re: Objects.aow
Posted by SWNight on Sun, 12 Aug 2007 14:44:27 GMT

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Reborn wrote on Sun, 12 August 2007 06:17Actually, you guys are mis-guiding him. If it calls it .aow then it will be fine, as long as he declared it in the ssg,.ini file as aow.

Don't you mean SSGM.ini?

Subject: Re: Objects.aow
Posted by Gen_Blacky on Sun, 12 Aug 2007 21:10:32 GMT

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lmao