
Subject: Objects.ddb Message.

Posted by [HeavyX101- Left](#) on Wed, 23 Jul 2008 15:40:03 GMT

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It would be cool if you had objects.ddb in your data folder and then when you goto Westwood online, it would say "You have a modified version of CnCRenegade!" or "You have object.ddb file in your data folder which wont let you play online"

It would be cool, so when people go online and see no servers, they wont have to come and say "there are no servers on renegade, what happened"

Subject: Re: Objects.ddb Message.

Posted by [Caveman](#) on Wed, 23 Jul 2008 17:14:05 GMT

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Well they shouldn't be loading the files anyways... So what would be the point?

Subject: Re: Objects.ddb Message.

Posted by [Spyder](#) on Thu, 24 Jul 2008 10:51:28 GMT

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I think he means this. Whenever I modify my servermod, I go test it on LAN mode. But sometimes I forget to get the file out of my data folder again. Then everytime I want to go play on WOL, I see no servers. Then after a couple of minutes I realise: Aaah damn! I still have that objects file in my data folder.

Subject: Re: Objects.ddb Message.

Posted by [ExEric3](#) on Thu, 24 Jul 2008 12:37:43 GMT

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HeavyX101 wrote on Wed, 23 July 2008 17:40It would be cool if you had objects.ddb in your data folder and then when you goto Westwood online, it would say "You have a modified version of CnCRenegade!" or "You have object.ddb file in your data folder which wont let you play online" It would be cool, so when people go online and see no servers, they wont have to come and say "there are no servers on renegade, what happened"

Good idea.

Subject: Re: Objects.ddb Message.

Posted by [Ghostshaw](#) on Thu, 24 Jul 2008 13:42:32 GMT

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modified objects.ddb will be blocked (as in you can't use a different objects.ddb then on the server (and don't worry custom objects.ddb on the server will still be possible)).

Subject: Re: Objects.ddb Message.

Posted by [HeavyX101- Left](#) on Thu, 24 Jul 2008 15:06:59 GMT

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Once i had this modified hummvee i made, and i forgot to delete it. So when ever i was going online, i didnt see no servers. I checked if i have objects.ddb in my data folder, and there was no objects.ddb file there. I tought i was banned from westwood online. Then after 5 days, i realized that there was that shitty hummvee file.

Subject: Re: Objects.ddb Message.

Posted by [cnc95fan](#) on Thu, 24 Jul 2008 16:10:21 GMT

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Models and Objects.ddb files are completly different. There is a message for direct connect, "Version mismatch"... You can't see servers with a modified objects.ddb, this is what I hate about cheaters and the b.s they make up about modified objects.ddb files.

Subject: Re: Objects.ddb Message.

Posted by [HeavyX101- Left](#) on Thu, 24 Jul 2008 16:15:38 GMT

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cnc95fan wrote on Thu, 24 July 2008 12:10Models and Objects.ddb files are completly different. There is a message for direct connect, "Version mismatch"... You can't see servers with a modified objects.ddb, this is what I hate about cheaters and the b.s they make up about modified objects.ddb files.

Test it. Modify a model in 3dsmax 8 and go online, you wont see a server there.

Subject: Re: Objects.ddb Message.

Posted by [cnc95fan](#) on Thu, 24 Jul 2008 16:21:06 GMT

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Are you using RenGuard?

Subject: Re: Objects.ddb Message.

Posted by [HeavyX101- Left](#) on Thu, 24 Jul 2008 16:59:54 GMT

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cnc95fan wrote on Thu, 24 July 2008 12:21Are you using RenGuard?
Right now, yes. But sometimes i dont use it because it is out dated.
And, i did test them with out renguard. The servers wouldnt show up.

Subject: Re: Objects.ddb Message.
Posted by [GEORGE ZIMMER](#) on Fri, 25 Jul 2008 14:54:43 GMT
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lrn2ctrl+f
