
Subject: ServerSide Temps

Posted by [Gen_Blacky](#) on Wed, 21 Jan 2009 01:27:57 GMT

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Is it possible to use temp presets server side if so how.I heard it was possible but wasn't sure.

Subject: Re: ServerSide Temps

Posted by [Spyder](#) on Wed, 21 Jan 2009 07:44:38 GMT

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I don't think it's possible since the server will only load the .ddb/.aow/.gm file and not the file holding the temp presets.

Subject: Re: ServerSide Temps

Posted by [Gen_Blacky](#) on Wed, 21 Jan 2009 16:44:26 GMT

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Yea didn't know if there was something in sssgm or a plugin that would load temps20.xxx

Subject: Re: ServerSide Temps

Posted by [Genesis2001](#) on Wed, 21 Jan 2009 17:47:58 GMT

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Why not just "Add" the presets? Also, temping them does work server-side. I remember being able to make a temp of a preset and told that 'adding' them was unstable. Though now I just add them so I'm confused.

Subject: Re: ServerSide Temps

Posted by [Gen_Blacky](#) on Wed, 21 Jan 2009 17:56:52 GMT

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i wanted to edit a preset without editing the original but i will just find a unused preset and use that.

Subject: Re: ServerSide Temps

Posted by [jnz](#) on Wed, 21 Jan 2009 18:23:38 GMT

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Adding it puts it in objects.ddb, temping it puts it in the ldd file.

Subject: Re: ServerSide Temps
Posted by [Genesis2001](#) on Wed, 21 Jan 2009 18:27:18 GMT
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RoShamBo wrote on Wed, 21 January 2009 11:23 Adding it puts it in objects.ddb, temping it puts it in the ldd file.

Ah, that's where that came from! Ty!

Subject: Re: ServerSide Temps
Posted by [Spyder](#) on Wed, 21 Jan 2009 20:41:03 GMT
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Oh yea now I remember.
I thought the temps were stored in some other file, but when you saved it, it merged the temps with the level ldd.
