

---

Subject: Re: Installing mods server side

Posted by [reborn](#) on Tue, 06 Jun 2006 06:42:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

if you have ssaow then it's objects.aow, if it's not running ssaow then it's objects.ddb.

changing the objects file then gameovering is a normal practical way to do it when running a test server. But in my experiance it is better to restart the FDS completely when you are running a regular 24/7 server, as changing the objects file on the fly seems to cause the start button bug.

---