Subject: Version Mismatch (Win32 FDS)
Posted by Spyder on Sun, 14 Oct 2012 23:30:27 GMT
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Long time since I've been here...

I've recently set up a home FDS for a LAN party with friends and I wanted to use a modified objects.ddb file to change ammo counts, add new power-ups and so forth.

Each and every time I start my server, it loads fine. However, as soon as I try to connect to it with my client, I get a version mismatch. Then when I rename the objects.ddb file, I can join.

I have tried renaming the objects file to objects.aow and changing the settings in ssgm.ini to load the objects file as objects.aow, but for some reason it's not loading the file then.

Both my client and FDS are running TT Beta 5. How can I fix this problem? Is there a workaround?

Before you start asking questions, the objects file has been created with Jonwil's TT updated level editor.

Thank you in advance for your help.

Subject: Re: Version Mismatch (Win32 FDS)
Posted by iRANian on Mon, 15 Oct 2012 01:23:22 GMT
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You need to make sure the file doesn't have the .ddb extension and that you set it in tt.cfg, not ssgm.ini. It's called serverpresetfile or something like that in tt.cfg.

Subject: Re: Version Mismatch (Win32 FDS)
Posted by Ethenal on Mon, 15 Oct 2012 02:53:34 GMT
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http://www.tiberiantechnologies.org/wiki/index.php/Server_owner_guide#tt.cfg

Read the part right under the box that shows the content of the sample tt.cfg, that explains the whole serverPresetsFile thing.

Subject: Re: Version Mismatch (Win32 FDS)
Posted by Spyder on Mon, 15 Oct 2012 09:00:26 GMT
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I tried the serverPresetsFile method, but even then it's not loading anything. I tried:

```
global:
{
  serverPresetsFile = "objects.aow";
};

Field:
{
  mapName = "C&C_Field";
  package = ["C&C_Field"];
  serverPresetsFile = "objects.aow";
};
```

I even tried different names for the objects file and it still isn't loading...

Edit: updated to RC1, but the problem is still present.

Subject: Re: Version Mismatch (Win32 FDS)
Posted by iRANian on Mon, 15 Oct 2012 09:29:53 GMT
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This is my tt.cfg:

```
Toggle Spoilerglobal:
{
serverPresetsFile = "objects.gm";
};

gameDefinitions:
{
M00_Tutorial:
{
mapName = "M00_Tutorial";
};

Walls_Flying:
{
mapName = "C&C_Walls_Flying";
serverPresetsFile = "objects.gm";
};
};

rotation:
[
 "C&C_City_Flying",
 "Walls_Flying"
];
```

downloader:
{
 repositoryUrl = "http://ren.game-maps.net/ttfs/";
};

Make sure tt.cfg is in the main Renegade FDS folder and the objects file inside the Data folder.

Subject: Re: Version Mismatch (Win32 FDS)
Posted by Spyder on Mon, 15 Oct 2012 09:49:56 GMT
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It's working now. I had "global" placed in the gameDefinitions section...

However, I still have one problem. I have set the laser rifle's clip ammo to -1 (infinite), yet when I purchase a stealth black hand, its clip ammo is set to 0. Is this caused by the objects file or the server?

Subject: Re: Version Mismatch (Win32 FDS)
Posted by iRANian on Mon, 15 Oct 2012 10:16:14 GMT
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No it's an issue with infinite ammo under 4.0. Check out my infinite ammo plugin for infinite ammo.

Subject: Re: Version Mismatch (Win32 FDS)
Posted by Spyder on Mon, 15 Oct 2012 10:38:59 GMT
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iRANian wrote on Mon, 15 October 2012 12:16No it's an issue with infinite ammo under 4.0. Check out my infinite ammo plugin for infinite ammo.

Is it configurable per weapon or global infinite ammo?

Subject: Re: Version Mismatch (Win32 FDS)
Posted by iRANian on Mon, 15 Oct 2012 11:25:59 GMT
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Global, I'm gonna guess because you're asking you want it on a few weapons? You could edit the plugin's sourc code to only apply to certain weapons.

Subject: Re: Version Mismatch (Win32 FDS)
Posted by Whitedragon on Tue, 16 Oct 2012 04:17:14 GMT
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If it's a LAN party how about running the modified objects.ddb on the clients too?