NAME
upload-presets – Upload die-roll presets to a GMA server

SYNOPSIS
(If using the full GMA core tool suite)

gma go upload–presets [*args ...*]

(Otherwise)

upload–presets –endpoint [*hostname*]**:** *port* [**–for** *username*] [**–pass** *password*] [**–replace**] [**–user** *user-name*] *file ...*

DESCRIPTION
Upload-presets connects to a GMA server and uploads the die-roll presets from one or more files, so they are stored in the server for use during game play.

The files must be in the format documented by **dice**(5), in either format version 1 or 2.

OPTIONS
The following options control the action of **upload-presets**.

–endpoint [*hostname*]**:** *port*
> Connect to the server at the specified TCP port.

–for *username*
> Store the presets for *username* instead of the user you are logged in as.

–pass *password*
> Log in to the server with the specified *password*

–replace
> Replace the user's entire set of presets with the uploaded data. By default the uploaded presets will be added to any that already exist for that user.

–user *username*
> Log in to the server with the specified *username* (default "**GM**").

SEE ALSO
gma(6), **mapper**(5), **mapper**(6), **server**(6).

AUTHOR
Steve Willoughby / steve@madscience.zone.

COPYRIGHT
Part of the GMA software suite, copyright © 1992–2023 by Steven L. Willoughby, Aloha, Oregon, USA. All Rights Reserved. Distributed under BSD-3-Clause License.