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` *username*] *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).

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