

NAME

`gma go 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 `gma-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)`, `gma-mapper(5)`, `gma-mapper(6)`, `gma-go-server(6)`.

AUTHOR

Steve Willoughby / `steve@madscience.zone`.

COPYRIGHT

Part of the GMA software suite, copyright © 1992–2025 by Steven L. Willoughby, Aloha, Oregon, USA.
All Rights Reserved. Distributed under BSD-3-Clause License.