

## 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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