

## 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] [-re-  
place] [-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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