## **NAME**

preset-update – update the format of a saved GMA map file

# **SYNOPSIS**

```
(If using the full GMA core tool suite)

gma go preset-update [file ...]

(Otherwise)

preset-update [file ...]
```

# DESCRIPTION

**Preset-update** reads each *file* named on the command line and rewrites the file in the current die-roll preset file format. A copy of the original is kept with the same name plus a **.bak** suffix.

If no files are named, **preset-update** reads from its standard input and writes to its standard output.

The file format changed significantly between format versions 1 and 2. The **preset-update** program can read format 1 files, so this provides a way to update existing map files to the newer format.

# **SEE ALSO**

dice(5), gma(6).

# **AUTHOR**

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