Subject: Re: i need help on server side mods...
Posted by Zion on Tue, 18 Jul 2006 07:53:13 GMT

ghost wrote on Mon, 17 July 2006 18:43I didnt read all the other posts so excuse if i repeated something...

Serverside mod is something many servers in renegade use. Such as CTF or Sniper only... Best example is ultra/crazy type aow.
All your doing is changing the presets. Its best to save the map as a .lvl example: Field.lvl As for the mod itself just go to "file" then "exit" im not sure if its the correct names but thats what it looks like. THen it will ask you if you wanna save the mod. Click yes...

Then go into your renegadetools folder "C:\Westwood\RenegadeTools2" In those lines. Then go into preset and look for objects.ddb (Thats the mod) Rename that into objects.aow and place that into your FDS data folder and run the server.

As for the maps. Just go to the map section in your rentools folder and you should see YOURMAP.ldd & YOURMAP.lsd both saved. Place them both into the FDS data folder aswell...

No, *.lsd will crash the server, only place the *.ldd in the data folder, it will override the original .ldd in the map.
Also, make sure the name of the ldd is identicle to the .mix map you're making it for.