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Subject: Re: how

Posted by [Jerad2142](#) on Thu, 01 Feb 2007 17:22:19 GMT

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When you export the mod it will be in a format suitable for other players to download the mod package itself will be found in the Renegade/data folder.

You should be able to test it in LAN as long as you have a network setup (you need at least two computers hooked up or one hooked up to a router).

What do you mean by add something to the place where you put buildings. If what you are saying is what I am thinking, then yes, there is two ways to do it, attach a turret script to the building controller, or just place the object in level edit.

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