Subject: FDS SSM
Posted by Brandon on Fri, 13 Apr 2007 06:19:44 GMT

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Ok, It's been awhile and I'm forgetful but I was sure that we put server side mods in the RenegadeFDS\Server\data folder, right? Or do you put them in the Server folder instead? If it goes in data, then why the hell isn't my server side mod working, I never ever have had a problem making a server side mod and I know I'm not now.

Also, when making server side maps you would keep the .lsd (terrain) the same and the map name the same and export your modifications to the map in a .mix file, right? (Includes: map.ddb, map.lsd, map.ldd, objects.ddb) I tried temps20.ddb with objects.ddb but it didn't work, but then again my server side mod isn't working so I should be reverifying once more just so I get it all down.