I have this tutorial on how to make serverside modifications.

Quote:First off all you need to load your Map like Walls_Flying. Then create some easy things on you`re Map like: "ladders, Signalfires, or Guard Towers, and Nod_Turrets."(see image) Please Remember that not every thing is working...

Then save the Map & goto the Level file of the map where you saved the Map.(e.g C:RenegadePublicToolsLevelEditC&C_Walls_FlyingLevels)

Grab the "c&c_walls_flying.ldd" (only the .ldd the .lsd could crash the server) and copy it to the RenegadeFDS Data file. If a .thu file of the Map is there delete it.

Start the Server and all should work fine..

When i put the ldd file into my data folder, delete the .thu file for the map and open ren, it puts the .thu file back in automaticly..?

I am trying to run the map of my installed game not a Fds as i am only testing, does this matter?