
Subject: Re: Exporting Stealth mod problem...HEADACHE!

Posted by [Sn1per74*](#) on Tue, 24 Jul 2007 13:56:33 GMT

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Basically you can take the objects.ddb from the mod folder that you created and put it in your renegade data folder. If you export it as a package then the objects.ddb will already be in the package. IF YOU USE THE OBJECTS.DDB, AND IF YOU HAVE RENGUARD YOU WILL BE KICKED FROM RENGUARD. And, if you don't have renguard and you join a game, you may get 0 bug. If you do it the objects.ddb way and host a game, your clients may get 0 bug. If you are doing this to make a cheat, I suggest you change your name, your adress, your ip, and the clothes you are wearing right now, because the entire forums will hunt you down.

Good day.
