Subject: Re: does any one no how to add mod.pkg files to fds plz help
Posted by Lone0001 on Sat, 06 Oct 2007 13:09:48 GMT

This is located in renegade fds>server>data>svrcfg_cnc

```
;
; Set ModName to load a custom MOD package.  All clients who join the server
; will need to have the MOD package also.
;
; ModName=ModTest.pkg
;
ModName= <your mod.pkg here

; The map cycle. This is the order that maps will be played. There must be at
; least one map in the list.
:
;
MapName00= <and your mod.pkg and take all ur other maps off it
```

and also add it to your rotation

Note: you can't load mix maps while u have a .pkg map in your rotation

and Wrong section should be in fds one.