
Subject: Multi Modded Map Loader?

Posted by [reborn](#) on Tue, 06 Apr 2010 07:52:09 GMT

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A few years ago (actually several years ago now) I made some modifications to the mission maps to play on-line.

There was a map that I used to make a small Team Death match map, I used the snowy area outside the mansion, it had a kinda small maze (not much of a maze really, more like a garden with large hedges).

I was pleased with the modification, but I remember wanting to use the map again and use another area of the map...

At the time I never had any exposure to the renegade API, or programming, and thus came to the conclusion that it was impossible to have the same map in the rotation more than Once, using a different modded map each time. I mean, to make the mod possible, I was simply placing the .Idd file of the modification in the server's data folder, and we all know you can't have Two files named the same in the same directory...

My memory was jogged to this problem when I happened to see an old screenshot someone had taken while playing my little modification, and I realised that infact it is possible to make this happen...

There are probably other/better ways to make it work, but I gave it a bit of thought and realised that all I needed to do set-up some folder structures in the server's directory and Copy the .Idd file from the respective folder to the data folder, over-writing any old One as I go when the map loads...

This would allow for a server owner for example to make several modded versions of m08.mix, cnc_complex.mix or any map at all, and have all of these versions of the map in rotation.

Does this appeal to anyone? I have very little use for it myself, but could make this if it is desireable.
