

---

Subject: Re: How to use Custom Objects Exactly on a 4.0 Server

Posted by [Jerad2142](#) on Fri, 04 Nov 2011 15:38:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I do believe the same rules apply as original Renegade, if you had to pull a trick to get it to work in the past (something that Renegade tried to prevent) then it won't work on 4.0. The only thing besides that that TT Team would have changed is that they might have made it so you can't have custom objects free floating in the data folder; otherwise same rules should apply, as long as the server and client are synced it'll work.

You should ask him specifically what he's having issues with so we can narrow this topic down a bit, that is if you don't mind.

---