
Subject: Re: Work is being resumed on scripts for Renegade

Posted by [Jerad2142](#) on Sun, 20 Jul 2014 22:00:18 GMT

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jonwil wrote on Tue, 15 July 2014 07:51 I see no reason why you couldn't simply put objects.ddb into a TT package sent over the downloader, that should work per what StealthEye says.

Well it took me a while but I finally got the pkg to save as a mix correctly and then turned it into a tt package (had to remember to turn the strings.tbl into strings_map.tbl otherwise it kept crashing. So now the server runs correctly without the defined game mod, doesn't crash on load and loads the tt package successfully, however every time I join I get this error.

(this is client side)

Which is the exact same error I got before I started putting the name of the package into the ModName= spot in svrcfg_cnc.cfg.
