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

Posted by [Jerad2142](#) on Fri, 25 Jul 2014 16:43:17 GMT

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jonwil wrote on Fri, 25 July 2014 09:49 Turns out that the problem Jerad has been having with using TT packages and needing to set ModName in svrcfg\_cnc.ini relates to a problem with the TT resource manager/downloader where the client is reading certain files (armor.ini, dazzle.ini, bones.ini, possibly others) from the TT package but the server is not reading them from the TT package correctly. If you dont set ModName it will therefore read those files from the game (and since they dont match what the client is reading from the TT package, things go boom). If you set ModName it will correctly read those files from the .pkg file causing things to work correctly.

This will be fixed so the files are correctly read from the TT package on the server.

Excellent.

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