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Subject: mods in practice

Posted by [Anonymous](#) on Mon, 28 Oct 2002 03:19:00 GMT

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anyone know how to load a mod package so it can be used on practice?

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Subject: mods in practice

Posted by [Anonymous](#) on Mon, 28 Oct 2002 03:35:00 GMT

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host a 1 player LAN game- Abjab

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Subject: mods in practice

Posted by [Anonymous](#) on Mon, 28 Oct 2002 03:50:00 GMT

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i tried that but my comp doesnt seem to like that idea, thanks for the help though anyone else got an idea about mods in practice?

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Subject: mods in practice

Posted by [Anonymous](#) on Mon, 28 Oct 2002 04:10:00 GMT

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Then it must be because you have a firewall, you have to make sure that Renegade has hosting right. Other than that, there is a way to play your maps in practice mode. But they have to be in .mix format, not .pkg- Abjab

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Subject: mods in practice

Posted by [Anonymous](#) on Mon, 28 Oct 2002 17:28:00 GMT

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if u have zone alarm just do this:- Restart your comp.- Close zonealarm-Open renegade and go to lan section (where u choose to join or host game)- press "alt-tab"- Open Zone alarm- zone alarm if evryhting working file should make an alert message for renegade- Click the Remeber check box, then click yes.- go back to Renegade and exit- Restart comp to make u Zone alarm save the Renegade exe pass

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Subject: mods in practice

Posted by [Anonymous](#) on Mon, 28 Oct 2002 22:30:00 GMT

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Get Dante's RenSkirmish program to run Mod PKG in MP Practicemanual method: (I think)SVRCFG\_Skirmish.ini file in data folder add lines:Modname01=yourmod.pkgmapname01=yourmap.Iddmapname02=yourother.Iddand oh yeah, KANE LIVES!

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Subject: mods in practice

Posted by [Anonymous](#) on Tue, 29 Oct 2002 01:02:00 GMT

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If i'm not connected to the internet, i can't host a LAN game. It gets to about 90%, then crashes, so that might be your problem.

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