
Subject: What is the actual process of selecting a mod?

Posted by [Berkut](#) on Sun, 09 Apr 2006 20:49:19 GMT

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[My apologies beforehand. I did not understand the terminology in the stickies to give an answer to my question.]

I wanted to create a small TEMPORARY server for me and my friends to goof around on. I downloaded a few good skins [my GDI base now looks like a Red Alert Allied base.] and set up a test server. I noticed a parameter called "mod package," but nothing was in it.

Is it possible to use the skins I have to make a small server where everyone on said server can see these skins?

Thanks,
b3rku7

Subject: Re: What is the actual process of selecting a mod?

Posted by [WNxCABAL](#) on Sun, 09 Apr 2006 22:38:32 GMT

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No, skins/textures are only visible client side.

Subject: Re: What is the actual process of selecting a mod?

Posted by [JeepRubi](#) on Mon, 10 Apr 2006 01:04:30 GMT

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Unless, you make a mod package using custom building using those skins. The only problem is that everyone else would have to download the mod package too.

Just give your friends the skins for their renegade folder and host a game.

BTW: Whats with the font color?

Subject: Re: What is the actual process of selecting a mod?

Posted by [Berkut](#) on Mon, 10 Apr 2006 02:43:51 GMT

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Hmm, thanks. Might be hard getting the files to them, though.

Oh, the red? It's nothing...

Subject: Re: What is the actual process of selecting a mod?

Posted by [Berkut](#) on Tue, 11 Apr 2006 00:53:39 GMT

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Jeep Rubi wrote on Sun, 09 April 2006 20:04 Unless, you make a mod pakage using cutom building using those skins. The only problem is that everone else would have to download the mod pakage too.

Wait. A "mod package?" Could you tell me how to create one using my skins? Also, how would I make said package available to others?

EDIT: GAH!!! I double-posted! Sorry! (On other forums double-posting is the epitome of n00bness .)

Subject: Re: What is the actual process of selecting a mod?

Posted by [nopol10](#) on Tue, 11 Apr 2006 10:45:47 GMT

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Download the Renegade Mod Tools. You need to do a lot of stuff just to get some skins going though. It's just best that you stick with sending-the-skins-to-your-friends method.

Subject: Re: What is the actual process of selecting a mod?

Posted by [Berkut](#) on Wed, 12 Apr 2006 00:25:24 GMT

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All right. I suppose I cannot force them to use the skins, anyway. I have a small fleet of jump-drives ready for the local willing, but what of my friends in the North? What is the most effective way to transfer .zip files to long-range friends with only Windows-included software?

Subject: Re: What is the actual process of selecting a mod?

Posted by [Titan1x77](#) on Wed, 12 Apr 2006 00:48:33 GMT

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a mod package would be a whole new map...and after doing all that work, you'd still have to send the mod package to freinds...sending them the skins is the easiest way.

if you want to play a Red alert mod download Ren Alert APB

<http://apathbeyond.com/>

thats alot more then just skins...it's a whole new game.

Subject: Re: What is the actual process of selecting a mod?

Posted by [Berkut](#) on Thu, 13 Apr 2006 02:09:35 GMT

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Hm. Ok. I cannot mail them jump-drives, anyway. Maybe I'll just send them a screenshot? Lol. Thanks.

Subject: Re: What is the actual process of selecting a mod?

Posted by [Lijitsu](#) on Thu, 13 Apr 2006 05:35:42 GMT

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Phase 9 wrote on Wed, 12 April 2006 22:09Hm. Ok. I cannot mail them jump-drives, anyway. Maybe I'll just send them a screenshot? Lol. Thanks.

No, no... Try www.Putfile.com. That should be a site that allows the upload and download of .zip files. After you upload it, just give the link to your friends and have them download it. If it doesn't allow .zip files, I'm sure I could find another one in a few minutes.

Subject: Re: What is the actual process of selecting a mod?

Posted by [Berkut](#) on Thu, 13 Apr 2006 21:47:12 GMT

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Oh! Thanks. This will definitely save me on postage!

(JK! I'm not that stupid. Close, but not quite!)
