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Subject: Missing map ?

Posted by [Gen\\_Blacky](#) on Mon, 12 Mar 2007 01:06:26 GMT

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When i host a mod.pkg and some one tried to join they said it said missing map i used old maps and did not add anything to them so i dont know why its saying that. I tried hosting an old mod .pkg that worked before and player didnt need .pkg. but it did the same thing said missing map. Whats wrong ?

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Subject: Re: Missing map ?

Posted by [Jerad2142](#) on Mon, 12 Mar 2007 01:49:13 GMT

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Is their game patched?

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Subject: Re: Missing map ?

Posted by [Gen\\_Blacky](#) on Mon, 12 Mar 2007 02:45:59 GMT

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idk

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Subject: Re: Missing map ?

Posted by [Jerad2142](#) on Mon, 12 Mar 2007 02:47:46 GMT

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You don't have any modified files in your Renegade Data folder do you?

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Subject: Re: Missing map ?

Posted by [Oblivion165](#) on Mon, 12 Mar 2007 03:44:27 GMT

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I am going to assume they do have a copy of both maps in the data folder right?

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Subject: Re: Missing map ?

Posted by [Jerad2142](#) on Mon, 12 Mar 2007 05:56:37 GMT

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What map were you talking about when you said:

Gen\_Blacky wrote on Sun, 11 March 2007 19:06i used old maps

I would like to know the specific name of the map (like C&C\_Canyon), just in case it was actually

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a map that you downloaded, and you think it is actually a Renegade map.

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Subject: Re: Missing map ?

Posted by [Titan1x77](#) on Mon, 12 Mar 2007 07:27:42 GMT

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Gen\_Blacky wrote on Sun, 11 March 2007 20:06l tried hosting an old mod .pkg that worked before and player didnt need .pkg

not possible, thats if you meant only the server needed the .pkg

Renegade didnt ship with any .pkg's, So both the client and server would need the same .pkg

So "player" would need it...you might of been mistaken.

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Subject: Re: Missing map ?

Posted by [Gen\\_Blacky](#) on Tue, 13 Mar 2007 03:45:47 GMT

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yes players have map

"i used old maps" i mean the original level edit files, It was C&C\_under

server only has pkg and people chould join but now it says missing map ?

"You don't have any modified files in your Renegade Data folder do you? " just updated maps and such

Just edited presets didnt added models or edit map or change map name.

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Subject: Re: Missing map ?

Posted by [Zion](#) on Tue, 13 Mar 2007 08:40:59 GMT

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If you exported it as a .pkg when all the modifications you've done to it are serverside then that's you problem. Don't export it as anything, just save the map and take the .idd from the levels file and throw that into the servers data folder along with the original .mix map. It will work then.

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Subject: Re: Missing map ?

Posted by [Gen\\_Blacky](#) on Tue, 13 Mar 2007 21:28:56 GMT

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didnt eddit map

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Subject: Re: Missing map ?

Posted by [Whitedragon](#) on Wed, 14 Mar 2007 00:10:58 GMT

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If you use a pkg on the server then the clients also need the pkg. Doesn't matter if you used maps they have or not.

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Subject: Re: Missing map ?

Posted by [Gen\\_Blacky](#) on Wed, 14 Mar 2007 05:49:01 GMT

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not true

i have done it many times before

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Subject: Re: Missing map ?

Posted by [Jerad2142](#) on Wed, 14 Mar 2007 05:50:48 GMT

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All people must have the mix, pkg if any changes have been made to it (even if you just modified the presets or .ini files).

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Subject: Re: Missing map ?

Posted by [Gen\\_Blacky](#) on Wed, 14 Mar 2007 06:13:37 GMT

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meh ive done serverside many times with pkg so ?

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Subject: Re: Missing map ?

Posted by [Zion](#) on Wed, 14 Mar 2007 18:38:14 GMT

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Preset changes are serverside, so are .ldd and .lsd files as long as no new 3d files are contained or eidted. Ini files are serverside too otherwise the c130 drop mod wouldn't work for clients.

Any changes to any 3d models are not, same goes for textures. .mix and .pkg files are not serverside, if you have just edited the .ldd in there they yes, that is, but if you change any names

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they will need to redownload it.

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Subject: Re: Missing map ?

Posted by [Gen\\_Blacky](#) on Wed, 14 Mar 2007 22:13:05 GMT

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Subject: Re: Missing map ?

Posted by [Gen\\_Blacky](#) on Wed, 14 Mar 2007 22:14:07 GMT

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i wonder why i should host mod .pkgs and people should join without

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