Subject: FDS SSM
Posted by Brandon on Fri, 13 Apr 2007 06:19:44 GMT
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Ok, It's been awhile and I'm forgetful but I was sure that we put server side mods in the RenegadeFDS\Server\data folder, right? Or do you put them in the Server folder instead? If it goes in data, then why the hell isn't my server side mod working, I never ever have had a problem making a server side mod and I know I'm not now.

Also, when making server side maps you would keep the .lsd (terrain) the same and the map name the same and export your modifications to the map in a .mix file, right? (Includes: map.ddb, map.lsd, map.ldd, objects.ddb) I tried temps20.ddb with objects.ddb but it didn't work, but then again my server side mod isn't working so I should be reverifying once more just so I get it all down.

Subject: Re: FDS SSM
Posted by Zion on Fri, 13 Apr 2007 13:51:09 GMT
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Right, for a start they do go in the data folder.

Secondly, unless you actually need it for waypaths you DO NOT use the .lsd file, you use the .ldd file with the exact name as the .mix file it will accompany.

If you're using serverside scripts (SSAOW, SSGM, SSCTF etc) you will need to rename objects.ddb respectevely. Temps20.ddb isn't used unless you intend to place presets in there that require it.

Summary:
Serverside mods mainly consist of a .ldd file and a .aow/.gm/.ddb file that are placed in the servers data folder. When the map loads the server finds that there are files that belong in the map that are loose in the data folder and it will load them over the ones in the map, which results in your serverside mod being loaded.

Subject: Re: FDS SSM
Posted by Brandon on Fri, 13 Apr 2007 18:54:04 GMT
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So, why isn't my server side mod working? I created it right and all but when I boot up the server (it's in right directory) it doesn't work. I'm using NR (BETA 6c) in case anyone was wondering.