
Subject: i need help getting a server side mod i made to work

Posted by [NFHAVOC](#) on Fri, 04 May 2007 20:48:25 GMT

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i am trying to make a server side mod for my cctf server and i cant get it to work

i am trying to make a ctf m00_tutorial

i was looking at the server side mod tutorial at renhelp and i did what it said but when i go test it it back to the way it was before i put the .ldd file in the renegade\dfs\data folder and deleted the .thu for that map

i put a gdi and nod flag pedestals and spawn points and pt zones

i am using level edit

am i doing anything wrong

Subject: Re: i need help getting a server side mod i made to work

Posted by [Stefan](#) on Fri, 04 May 2007 20:53:30 GMT

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Did you put the flag position and the building controllers in CTF.dat?

Subject: Re: i need help getting a server side mod i made to work

Posted by [NFHAVOC](#) on Fri, 04 May 2007 22:32:10 GMT

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where would i get a program to edit that

Subject: Re: i need help getting a server side mod i made to work

Posted by [zunnie](#) on Sat, 05 May 2007 00:55:50 GMT

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NFHAVOC wrote on Fri, 04 May 2007 18:32 where would i get a program to edit that

open it with notepad einstein

Subject: Re: i need help getting a server side mod i made to work

Posted by [NFHAVOC](#) on Sat, 05 May 2007 18:03:48 GMT

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ok i did it i modified the ctf.dat file it still wont work and do i need to clear all the sp stuff off the map first and if so is there a easier faster way to do that then just clicking stuff and cuting it
