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Subject: Islands

Posted by [CdCyBoRg](#) on Tue, 19 Jun 2007 02:57:21 GMT

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I have this tutorial on how to make serverside modifications.

Quote:First off all you need to load your Map like Walls\_Flying. Then create some easy things on you`re Map like: "ladders, Signalfires, or Guard Towers, and Nod\_Turrets."(see image) Please Remember that not every thing is working...

Then save the Map & goto the Level file of the map where you saved the Map.(e.g C:RenegadePublicToolsLevelEditC&C\_Walls\_FlyingLevels)

Grab the "c&c\_walls\_flying.ldd" (only the .ldd the .ltd could crash the server) and copy it to the RenegadeFDS Data file. If a .thu file of the Map is there delete it.

Start the Server and all should work fine..

When i put the ldd file into my data folder, delete the .thu file for the map and open ren, it puts the .thu file back in automaticly..?

I am trying to run the map of my installed game not a Fds as i am only testing, does this matter?

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Subject: Re: Islands

Posted by [Slave](#) on Tue, 19 Jun 2007 05:59:29 GMT

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It does not matter. It's a mini lookup database for textures. Respawns. Doesn't affect your game.

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Subject: Re: Islands

Posted by [reborn](#) on Tue, 19 Jun 2007 06:23:12 GMT

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The .thu file part is not really necessary. Vloktboky looked into it and it deals with all the texture height unit stuff.

That way of modding is designed specifically for the ren FDS, although I don't see why it wouldn't work if you hosted a one player lan game using the client if it was in your ren client data directory. It won't work if you join someone else's server.

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Subject: Re: Islands

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Posted by [Slave](#) on Tue, 19 Jun 2007 20:19:28 GMT

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What's a texture height unit? Looks like thumbnail to me.

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Subject: Re: Islands

Posted by [reborn](#) on Tue, 19 Jun 2007 23:19:10 GMT

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Slave wrote on Tue, 19 June 2007 16:19: What's a texture height unit? Looks like thumbnail to me.

Texture Height Unit = .THU

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Subject: Re: Islands

Posted by [Slave](#) on Wed, 20 Jun 2007 05:59:03 GMT

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nvm

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