
Subject: A map and an FDS.

Posted by [qwertwert125](#) on Thu, 30 Aug 2007 20:11:57 GMT

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I want to make a little map package that looks like this: <Roleplay2_Test.pkg> run on my server.

The map that shows normally looks like this: <Roleplay2.lsd>

Previous failure results:

- >Map showed up in the game listings, but it was greyed out as it was a .pkg and not a .lsd.
- >Fds turned into hitler and froze my computer as it used up all the 100% of my computers processing capacity trying to figure out what the heck i'm doing to it.
- >Blue screen of death.

If you dont know, then dont post any messages like:

"Sorry cant help you."

"I dont know."

ect. I like my time and I dont want to read pointless replys.

Subject: Re: A map and an FDS.

Posted by [Sn1per74*](#) on Fri, 31 Aug 2007 00:26:06 GMT

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If it was gray, that means you don't have it installed on the client.

Subject: Re: A map and an FDS.

Posted by [qwertwert125](#) on Fri, 31 Aug 2007 23:30:34 GMT

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I'm running the FDS from a computer that does not have renegade on it. The map was downloaded and is in the data folder as a .pkg file. It exists.

"If it was gray, that means you don't have it installed on the client."

Was not helpfull at all, if your shure this is what needs to be done, please elaborate.

EG: Bad: Open the jar of peanutbutter. Good: Open the jar of peanutbutter by unscrewing the lid.

Please be specific.

PS: This reply not meant to flame your ways of responding, its meant to make your responce more understandable by me.

Subject: Re: A map and an FDS.
Posted by [Ethenal](#) on Sat, 01 Sep 2007 02:27:50 GMT
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He's more than likely correct, with an attitude like that, good luck getting help.

Subject: Re: A map and an FDS.
Posted by [Sn1per74*](#) on Sat, 01 Sep 2007 04:13:02 GMT
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Ethenal wrote on Fri, 31 August 2007 21:27He's more than likely correct, with an attitude like that, good luck getting help.

Subject: Re: A map and an FDS.
Posted by [qwertwert125](#) on Sat, 01 Sep 2007 19:25:02 GMT
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That made no sense....
I want to be able to understand the reply.
Please tell me HOW i would do this, and WHAT you mean by it.

... That better? or should I turn into barney and try to explain that I cant understand your reply?
(NOT sarcasm)

Subject: Re: A map and an FDS.
Posted by [Sn1per74*](#) on Sun, 02 Sep 2007 04:35:10 GMT
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qwertwert125 wrote on Sat, 01 September 2007 14:25That made no sense....
I want to be able to understand the reply.
Please tell me HOW i would do this, and WHAT you mean by it.

... That better? or should I turn into barney and try to explain that I cant understand your reply?
(NOT sarcasm)
I don't want to help you now.

Subject: Re: A map and an FDS.
Posted by [qwertwert125](#) on Tue, 04 Sep 2007 00:09:52 GMT
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Sorry for that, I've been having a rough time, and I've been really angry at life. I understand that that's really no excuse, but please accept my apologies. I really do need help here, so if you could tell me what to do, I'd be very grateful.

P.S. Again, sorry.

Subject: Re: A map and an FDS.
Posted by [Ethenal](#) on Tue, 04 Sep 2007 00:15:08 GMT
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Oh well, we all have our days.
Make sure the map you're speaking of is located in the Renegade CLIENT directory as well as the FDS directory, that is most likely your problem.

Subject: Re: A map and an FDS.
Posted by [qwertwert125](#) on Tue, 04 Sep 2007 00:32:13 GMT
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lol, problem. im running my server from a computer that does not have renegade actually installed. i have very little memory left, and would like to find some way to run the map that doesn't include installing renegade.... is it possible?

Subject: Re: A map and an FDS.
Posted by [C C_guy](#) on Tue, 04 Sep 2007 04:08:23 GMT
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Sorry, that's not possible.

Subject: Re: A map and an FDS.
Posted by [Tunaman](#) on Tue, 04 Sep 2007 06:33:58 GMT
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^ doesn't know what he's talking about.
Open up the svrcfg_cnc.ini on the server.

```
;  
; Set ModName to load a custom MOD package. All clients who join the server  
; will need to have the MOD package also.
```

```
;  
;  
; ModName=ModTest.pkg  
;  
ModName=
```

Now, put the pkg file name there.

You will then have to add the specific map filenames instead of the mod package name in the MapName and MapName00 - MapName(number here) for each map you want to run from the package.

Subject: Re: A map and an FDS.
Posted by [qwertwert125](#) on Tue, 04 Sep 2007 15:05:59 GMT
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THANK YOU THANK YOU THANK YOU THANK YOU THANK YOU

spams thank you a billion times

P.S. OMG THANK YOU!!!!!!

Subject: Re: A map and an FDS.
Posted by [Tunaman](#) on Tue, 04 Sep 2007 20:10:30 GMT
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No problem.
