
Subject: does any one no how to add mod.pkg files to fds plz help

Posted by [cncnick13](#) on Sat, 06 Oct 2007 03:14:12 GMT

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does any one no how to add mod.pkg files to fds plz help.

Subject: Re: does any one no how to add mod.pkg files to fds plz help

Posted by [Lone0001](#) on Sat, 06 Oct 2007 13:09:48 GMT

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This is located in renegade fds>server>data>svrcfg_cnc

```
;  
; 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= <your mod.pkg here
```

```
;  
; The map cycle. This is the order that maps will be played. There must be at  
; least one map in the list.
```

```
;  
MapName00= <and your mod.pkg and take all ur other maps off it
```

and also add it to your rotation

Note: you can't load mix maps while u have a .pkg map in your rotation

and Wrong section should be in fds one.

Subject: Re: does any one no how to add mod.pkg files to fds plz help

Posted by [cncnick13](#) on Sat, 06 Oct 2007 14:30:38 GMT

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ok ty

Subject: Re: does any one no how to add mod.pkg files to fds plz help

Posted by [mrÅ£ÅŞÄ-z](#) on Sat, 06 Oct 2007 14:40:56 GMT

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when i make TEMP's and extract its as .pkg do the clients crash then?
