Subject: What to do with a mod
Posted by WNxKenny on Sun, 24 Feb 2008 21:52:06 GMT
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I have made my mod using level edit and i would like to put it into my server but i am confused as what to do next. i am using ssgm v2.0.2 and i am using it on SSAOW. (sry for being a pain in the azz)

Subject: Re: What to do with a mod
Posted by IronWarrior on Mon, 25 Feb 2008 03:33:51 GMT
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Can you explain more about the mod please.

Subject: Re: What to do with a mod
Posted by Reaver11 on Mon, 25 Feb 2008 10:39:52 GMT
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Is your mod going to be clientside or server-side?

Subject: Re: What to do with a mod
Posted by WNxKenny on Mon, 25 Feb 2008 18:24:02 GMT
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It is a no reload mod made with level edit and i would like it to be server side. I have tried playing with it but it warned me that every1 will need to download it but i want it to be server side. To be honest i just want to see if it works

Subject: Re: What to do with a mod
Posted by cnc95fan on Mon, 25 Feb 2008 18:58:19 GMT
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Watch ANY of Reborn's Server Side mods on www.renhelp.net and you will know what to do.

Subject: Re: What to do with a mod
Posted by Zion on Mon, 25 Feb 2008 21:34:13 GMT
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Place the objects.ddb file into the servers data folder.