
Subject: How do you mod whats available in multiplayer?
Posted by [Anonymous](#) on Wed, 12 Feb 2003 23:23:00 GMT
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quote:Originally posted by Jakalth:heh, thats not bad at all. It's already working. Thanks for the help.BTW: All that is needed is to take out the objects.ddb file from the mod folder and place it in the data folder of the Renegade install. It does the same thing as the full mod package. And it works on all maps. Now I just need to test it in a multiplayer game if possable, and pack it in another file so that it is easier to switch on and off.:edit: The mod is completed and only requires a little testing. Zipped, it is 8mb in size. That is in some ways a large file size, but it is better then I thought it would be.DO NOT USE THIS METHOD!It amkes, that you can't join any other server, because of a 'Version mismatch'.It worked offline and in 1 Player games, but not in MP online, cos this is a security feature of rengade to prevent cheating etc.But you can download the orgianl WS Building files on at the FTP , copy them into your levels folder, open them up in your mod packet, save them (every fiel msut be one times opend and saved!) Export it.It will be 8 meg or so, compressed.If you have any problems, or questions, just contact me or post at my board
