
Subject: How do you mod whats available in multiplayer?
Posted by [Anonymous](#) on Wed, 12 Feb 2003 18:50:00 GMT
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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. [February 12, 2003, 20:22: Message edited by: Jakalth]
