Subject: mod install on server Posted by WNxCABAL on Fri, 28 Jan 2005 00:16:34 GMT

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I think it should be:

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

; ModName=example.pkg

ModName=Formula.pkg

where the; symbol appears, it is only giving you guidelines as to what you can add in the actual function.

E.G:

; This function tells the server how despirate you are for sex

; Sex=yesplz

Sex=GoOnThen