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Subject: What is the actual process of selecting a mod?

Posted by [Berkut](#) on Sun, 09 Apr 2006 20:49:19 GMT

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[My apologies beforehand. I did not understand the terminology in the stickies to give an answer to my question.]

I wanted to create a small TEMPORARY server for me and my friends to goof around on. I downloaded a few good skins [my GDI base now looks like a Red Alert Allied base.] and set up a test server. I noticed a parameter called "mod package," but nothing was in it.

Is it possible to use the skins I have to make a small server where everyone on said server can see these skins?

Thanks,  
b3rku7

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