
Subject: Re: i need help on server side mods...
Posted by [Zion](#) on Sat, 15 Jul 2006 22:37:09 GMT

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All serverside maps are made in Level Edit. They only use the presets, Objects, in the presets tree (apart from terrain which only one file (terrain) can be loaded at one time). You can find everything you need (and if you add more presets, more) in the objects branch for you're map.

Hosting these maps:

To host these maps, save the completed map and find the mod folder (usually: C:\Program Files\Renegade Public Tools\lvledit\<mod folder>\Levels) and copy the *.ldd to the servers data folder along with the original *.mix map. Then host the respective map.
