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Subject: Re: Custom Explosion Woes

Posted by [danpaul88](#) on Sat, 10 Mar 2007 21:42:00 GMT

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Because the clients dont have the files for the decal. You cant make your own models / textures server side, renegade does not support that.

The client gets a message from the server saying there is an explosion of preset xyz at location 1.2.3, and the client looks in its always.dat and finds there is no such preset, so it cant show anything. (Simplified version of events, but you get the idea).

EDIT: I assumed you meant you were trying to do it server side, if your not then ignore this

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