
Subject: Re: Exporting Stealth mod problem...HEADACHE!

Posted by [_SSnipe_](#) on Tue, 24 Jul 2007 09:24:05 GMT

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Objects file:

if u want to run serv go into ur renegade lvl dir and copy the objects file into ur servs data and remake it to what ever ur using (ssaow,ssgm etc)

Mod package:

in lvl make ur changes go to export it into pkg file and how ever u use it like if ur running a serv make sure its set to run that mod pakage and have that mod pagake into ur data folder

no matter what u use if u wanna test it make sure how ever ur running the game its set to that mod and u and ur testers have it into there ren data folder

Mix files

mix files are maps like edit a map and with the ldd lsd files an the objects u made for a custom map

at least i think thats how it goes i could and most likely be wrong correct me if i am i hope his may help

IDK about lan but when u host a game u choose that pakage and make sure its in ur data in ur ren for servers like i said above make sure its set to that mod and in ur data in both datas (servs and game)

for lan maybe someone else can explain?
