
Subject: Re: Why dont custom models work on multiplayer
Posted by [Oblivion165](#) on Mon, 06 Aug 2007 01:40:09 GMT
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The Merovingian wrote on Sun, 05 August 2007 09:22cmatt42 wrote on Sun, 05 August 2007 08:52They don't show because that's how Westwood intended it; if you have something too different from what everyone else has, you can't play in the same game.

If that were true there'd be no such thing as big heads or big weapons etc etc. You don't get a server listing if you have an objects.ddb file, that's all.

You login to WOL/XWis then Alt+tab and drop them in after your connected.
