
Subject: Re: LAN & Internet play troubles
Posted by [Veyrdite](#) on Thu, 09 Oct 2008 02:14:49 GMT
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Poskov wrote on Thu, 09 October 2008 11:50 I didn't choose it in the installer I think, and last time I checked, neither did he;
I didn't think it was needed for LAN. (is it?)

Anyways this:

Lone0001 wrote on Tue, 07 October 2008 22:31 WOL (or XWIS as it is known as now) is in Renegade so I don't know how you could not have it, unless you do not have a valid serial.
is off topic;

As I said: Would placing said files:
(custom models, custom INIs & objects.ddb)
into always.dat or always2.dat
make it work?

I wouldn't try it without backing the files up first.

The easiest way to get around your problems is to make a PKG that has all of those custom files in it. There is another method but it is commonly used for using custom objects files on WOL, so I can't mention it.
