Subject: Making a mod work for a server
Posted by nuker7738 on Tue, 24 Feb 2009 22:19:46 GMT

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Well first off, Hello. I am new to these forums and a total n00b to renegade modding. However I have been experimenting with modding the presets in LE (and adding my own) and making various small mods. I made one mod that I especially like and I have been wanting to find a way to add it to my FDS without having to temp it all to each individual map. I know SSAOW and SSGM have this functionality, but I don't know exactly how to use it. I have SSAOW version 1.5 and NightRegulator server bot 0.3.1. So I ask you guys:

What file do I need to "apply" my mod to my server and how do I acquire it? (I assume using LE, but what function do I use?)

BTW Before you say anything like "your mod must not work," I have tested this mod using the export mod package function and it works flawlessly. I just hate the idea of forcing people to download a mod package to play my server.