
Subject: Re: Making a mod work for a server
Posted by [nuker7738](#) on Wed, 25 Feb 2009 16:14:29 GMT
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Both tutorials on renhelp were useless to me. One was about simply adding objects to a map, and the other only told me how to make the mod, which I already know how to do.

My question is how do I APPLY my changes globally to my server (I.E. to ALL of my maps)
