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Subject: How to test your mod?

Posted by [Anonymous](#) on Mon, 22 Apr 2002 00:05:00 GMT

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ok... got my map compiled, got the .pkg in the data dir. Now what?Also, if I want to run a dedicated server with my mod how do i set that up?; Set ModName to load a custom MOD package. All clients who join the server; will need to have the MOD package also.;; ModName=ModTest.pkg;ModName=beta.pkgmust not be all i have to do because its not working!

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Subject: How to test your mod?

Posted by [Anonymous](#) on Mon, 22 Apr 2002 00:08:00 GMT

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dont bother with that \*\*\*\*, just start a 1 player LAN game and choose your mod in the map selection area

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Subject: How to test your mod?

Posted by [Anonymous](#) on Mon, 22 Apr 2002 00:09:00 GMT

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quote:Originally posted by lbullet!ok... got my map compiled, got the .pkg in the data dir. Now what?Also, if I want to run a dedicated server with my mod how do i set that up?; Set ModName to load a custom MOD package. All clients who join the server; will need to have the MOD package also.;; ModName=ModTest.pkg;ModName=beta.pkgmust not be all i have to do because its not working! If you are running the FDS version,you need to add the name of your maps also. Like this.mapname=testmap1.lsdmapname00=testmap1.lsdmapname01=testmap2.lsdmapname02=tes tmap3.lsdYou get the picture.

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Subject: How to test your mod?

Posted by [Anonymous](#) on Mon, 22 Apr 2002 00:36:00 GMT

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Right on kdsnex! I knew had something to do with the map cycle. Thnx again!

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