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Subject: Modding Question

Posted by [blackhand456](#) on Tue, 18 Jan 2005 01:36:25 GMT

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i was nitcing that on RenAlert and other mods, when they load multiplayer Internet all of renegade's servers aren't there just that particular mods servers. How did they do that?!?!

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Subject: Modding Question

Posted by [Naamloos](#) on Tue, 18 Jan 2005 14:59:32 GMT

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If you change a few things to the game you get some sort of mismatch on WOL... You can then only see servers with the same thing... I think, lol.

I though one of the files that do this was the objects.ddb... (this one is most easy to edit)

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Subject: Modding Question

Posted by [vloktboky](#) on Tue, 18 Jan 2005 19:53:04 GMT

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The checksum value on the objects.ddb present when you refresh the server listings determines which servers show up. Only servers with a matching value are shown. In reality, when you call a list 12 on WOL, all servers are returned. They also send their objects.ddb checksum value with the other info for their server, so your client just picks the ones out with matching values and displays only those.

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