
Subject: mod install on server

Posted by [RMdawn](#) on Thu, 27 Jan 2005 23:42:48 GMT

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Hello! I Downloaded a mod.pkg and uploadet it into the data directory on my server. but how can i start this mod?

```
;  
; Set ModName to load a custom MOD package. All clients who join the server  
; will need to have the MOD package also.  
;  
; ModName=Formula.pkg  
;  
ModName=track1.lsd
```

can someone tell me how i can run the mod on the server?

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Posted by [WNxCABAL](#) on Fri, 28 Jan 2005 00:16:34 GMT

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I think it should be:

```
;  
; Set ModName to load a custom MOD package. All clients who join the server  
; will need to have the MOD package also.  
;  
; ModName=example.pkg  
;  
ModName=Formula.pkg
```

where the ; symbol appears, it is only giving you guidelines as to what you can add in the actual function.

E.G:

```
; This function tells the server how despirate you are for sex  
; Sex=yesplz  
Sex=GoOnThen
```

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Posted by [rm5248](#) on Fri, 28 Jan 2005 00:22:42 GMT

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For .ini files...

; This is a comment because it's after the ;.

; This is also a comment that the .ini file ignores.

BaseDestroy=This is a comment that the .ini file will not ignore.

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Posted by [danpaul88](#) on Fri, 28 Jan 2005 17:18:36 GMT

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put the map name at the bottom

mapname00=tract1.lsd

as other have said, put the pkg name in after the ; line
