
Subject: i need help on server side mods...

Posted by [futura83](#) on Sat, 15 Jul 2006 21:39:46 GMT

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how do i make a good server side mod?

cos i want to make a server side death-match on some multi-player levels, and dont have a clue what would class as able to be server side.

thank you.

Subject: Re: i need help on server side mods...

Posted by [Zion](#) on Sat, 15 Jul 2006 22:37:09 GMT

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All serverside maps are made in Level Edit. They only use the presets, Objects, in the presets tree (apart from terrain which only one file (terrain) can be loaded at one time). You can find everything you need (and if you add more presets, more) in the objects branch for you're map.

Hosting these maps:

To host these maps, save the completed map and find the mod folder (usually: C:\Program Files\Renegade Public Tools\lvledit\<mod folder>\Levels) and copy the *.ldd to the servers data folder along with the original *.mix map. Then host the respective map.

Subject: Re: i need help on server side mods...

Posted by [futura83](#) on Mon, 17 Jul 2006 09:15:45 GMT

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so, if i created a death match for walls flying(like i have done) and copied the *.ldd across then host the game with the map of the *.ldd it should work.

by that, i mean my svrcfg_cnc.ini map section should look similar to this:

```
MapName=C&C_Walls_Flying.ldd
```

```
;  
;  
; The map cycle. This is the order that maps will be played. There must be at  
; least one map in the list.  
;
```

```
MapName00=C&C_Walls_Flying.ldd
```

Subject: Re: i need help on server side mods...
Posted by [LR01](#) on Mon, 17 Jul 2006 10:19:21 GMT
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uhm...
you dont play the .idd file, just the .mix
the .idd in your data overrides the one in walls_flying.mix
the svrcfg_cnc.ini is only for mission host use

Subject: Re: i need help on server side mods...
Posted by [futura83](#) on Mon, 17 Jul 2006 11:31:24 GMT
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thanks guys!

Subject: Re: i need help on server side mods...
Posted by [futura83](#) on Mon, 17 Jul 2006 17:31:25 GMT
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would changing what some weapons shot or what vehicles shoot stop it being server side?

Subject: Re: i need help on server side mods...
Posted by [LR01](#) on Mon, 17 Jul 2006 17:42:12 GMT
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I'm not sure maybay with a diferant objechts it could be done, cuse I changed the gun emp weapon's from ai to player and it didn't reload every 2 sec like the ai gun.

Subject: Re: i need help on server side mods...
Posted by [futura83](#) on Mon, 17 Jul 2006 18:13:31 GMT
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i meant as in change one weapon to another(like change the flame tanks weapon to a rocket launcher) and would it still be counted as server side?

Subject: Re: i need help on server side mods...
Posted by [ghost](#) on Mon, 17 Jul 2006 23:43:50 GMT
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I didnt read all the other posts so excuse if i repeated something...

Serverside mod is something many servers in renegade use. Such as CTF or Sniper only... Best example is ultra/crazy type aow.

All your doing is changing the presets. Its best to save the map as a .lvl example: Field.lvl As for the mod itself just go to "file" then "exit" im not sure if its the correct names but thats what it looks like. THEN it will ask you if you wanna save the mod. Click yes...

Then go into your renegadetools folder "C:\Westwood\RenegadeTools2" In those lines. Then go into preset and look for objects.ddb (Thats the mod) Rename that into objects.aow and place that into your FDS data folder and run the server.

As for the maps. Just go to the map section in your rentools folder and you should see YOURMAP.ldd & YOURMAP.lsd both saved. Place them both into the FDS data folder aswell...

Subject: Re: i need help on server side mods...
Posted by [sycar](#) on Tue, 18 Jul 2006 00:08:57 GMT
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For some examples of whats possible serverside hop over to the Silverbullet 5-a-side server. and also there will either be someone in-game/irc or on our message boards which could offer you help etc. in makin SS mods if you want.

buffymaniack

Subject: Re: i need help on server side mods...
Posted by [Zion](#) on Tue, 18 Jul 2006 07:53:13 GMT
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ghost wrote on Mon, 17 July 2006 18:43I didnt read all the other posts so excuse if i repeated something...

Serverside mod is something many servers in renegade use. Such as CTF or Sniper only... Best example is ultra/crazy type aow.

All your doing is changing the presets. Its best to save the map as a .lvl example: Field.lvl As for the mod itself just go to "file" then "exit" im not sure if its the correct names but thats what it looks like. THEN it will ask you if you wanna save the mod. Click yes...

Then go into your renegadetools folder "C:\Westwood\RenegadeTools2" In those lines. Then go into preset and look for objects.ddb (Thats the mod) Rename that into objects.aow and place that into your FDS data folder and run the server.

As for the maps. Just go to the map section in your rentools folder and you should see YOURMAP.Idd & YOURMAP.Isd both saved. Place them both into the FDS data folder aswell...

No, *.Isd will crash the server, only place the *.Idd in the data folder, it will override the original .Idd in the map.

Also, make sure the name of the Idd is identicle to the .mix map you're making it for.

Subject: Re: i need help on server side mods...
Posted by [LR01](#) on Tue, 18 Jul 2006 08:01:45 GMT

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does the .isd crash the server?

I once used a modified .isd and It didn't crash, well it didn't work anyway.

But looking around to see possibilities is a good idea

Subject: Re: i need help on server side mods...
Posted by [futura83](#) on Tue, 18 Jul 2006 12:10:55 GMT

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thanks guys.

i'll be creating a server-side death match for my server, which will be running over the course of my vacation(2 weeks this thursday) and if i get alot of people in it, i'll also keep it up permanently.

Subject: Re: i need help on server side mods...
Posted by [futura83](#) on Tue, 18 Jul 2006 12:13:46 GMT

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so would i be able to add spanners to it?

Subject: Re: i need help on server side mods...
Posted by [Zion](#) on Tue, 18 Jul 2006 16:12:14 GMT

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Yes.

Subject: Re: i need help on server side mods...
Posted by [futura83](#) on Tue, 18 Jul 2006 16:34:57 GMT
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i now get an error with the server, it will get up to the part of loading up the map(i did complex) and then stop loading, then restart the server. but why? is it the map or the objects.aow?

Subject: Re: i need help on server side mods...
Posted by [Zion](#) on Tue, 18 Jul 2006 17:25:08 GMT
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Make sure that the .ldd (ONLY the .ldd) is in the data folder and if you added/temped presets in the tree include the objects.aow (make sure SSAOW is installed).

Subject: Re: i need help on server side mods...
Posted by [LR01](#) on Wed, 19 Jul 2006 12:02:39 GMT
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if you temp, then it wont be in your objects, will it?

Subject: Re: i need help on server side mods...
Posted by [futura83](#) on Wed, 19 Jul 2006 14:39:31 GMT
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it works now.

although, i have only really got 3 levels done: complex, walls flying and islands
