
Subject: how do
Posted by [dARTH3369](#) on Tue, 31 Jul 2007 03:46:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

how do i host a pkg on a fds??

Subject: Re: how do
Posted by [Viking](#) on Tue, 31 Jul 2007 08:07:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

No clue?

Subject: Re: how do
Posted by [Cat998](#) on Tue, 31 Jul 2007 09:42:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

dARTH3369 wrote on Tue, 31 July 2007 05:46how do i host a pkg on a fds??

What the hell is a pkg ?

Subject: Re: how do
Posted by [nopol10](#) on Tue, 31 Jul 2007 09:43:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Add a ModName=whatever.pkg
line to the server.ini.

Subject: Re: how do
Posted by [dARTH3369](#) on Tue, 31 Jul 2007 16:05:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

; This is the name of the first map in the map cycle.

;

MapName=Roleplay2_Test.lsd

;

; The map cycle. This is the order that maps will be played. There must

be at

; least one map in the list.

;

ModName=Roleplay2_Test.pkg

MapName00=Roleplay2_Test.lsd
bGameTitle=testing

well i get server and when i try to load it gos back to server list and onone els can join

Subject: Re: how do
Posted by [BlueThen](#) on Tue, 31 Jul 2007 22:04:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Viking wrote on Tue, 31 July 2007 03:07No clue?
Oh my god! This is your 1337th post!

Subject: Re: how do
Posted by [CdCyBoRg](#) on Wed, 01 Aug 2007 20:53:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok, Here.

Go Into svrcfg_cnc.ini where you set which map is First Etc.

it should have these:

```
[Settings]
ConfigName=Default C&C Server Settings

bGameTitle = [RR] RenRavers Server (is a Eg.)

bMotd= Welcome To RenRavers AOW Server!

ModName=

DoMapsLoop=yes

TimeLimitMinutes=30
```

Where it says ModName= Put: The Name Of The Package Followed by .pkg

Example:
[Settings]
ConfigName=Default C&C Server Settings

```
bGameTitle = [RR] RenRavers Server (is a Eg.)

bMotd= Welcome To RenRavers AOW Server!
```

ModName= MyMod.pkg

DoMapsLoop=yes

TimeLimitMinutes=30

Then.

Scroll Down The Config File...

Find:

MapName=Map1.mix

MapName00=Map1.mix

MapName01=Map2.mix

Then Set The Maps As This:

MapName=Roleplay2_Test.lsd

MapName00=Roleplay2_Test.lsd

Open Up Your Server Then Join. It Will work. As long as you have the mod package in your clients Data folder.
