Subject: how to get a mod package running on a server
Posted by -SoQ-Warlock on Sat, 15 Sep 2007 14:56:58 GMT
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There is a funny racing map, and I like to put that map on our server.
It isnt a .mix file, but a .pkg file

Still, when I host on my own account and own computer, it works perfectly. Only, my connection isnt as good as our server.

On our server, I have added that map to the data file, and made a svrcfg_cnc.ini file, with the same lines, as the file who is filled, when I hosted on my own comp.

This are the lines.

[Settings]
MapName=track1.lsd
ModName=Formula Evolution V0.03.pkg
TimeLimitMinutes=0
RadarMode=1
Port=4848
IsDedicated=yes
IsAutoRestart=no
IsPassworded=no
IsQuickMatch=no
IsLaddered=no
RemixTeams=no
CanRepairBuildings=yes
DriverIsAlwaysGunner=yes
SpawnWeapons=no
UseLagReduction=yes
wGameTitle=dABlAHMAdAAAAA==
MapName00=track1.lsd
IsFriendlyFirePermitted=no
DoMapsLoop=yes
IsTeamChangingAllowed=yes
IsClanGame=no
MaxPlayers=12
BaseDestructionEndsGame=yes
BeaconPlacementEndsGame=yes
StartingCredits=99990

ofcourse I delete the port=4848 line.

When start/restarting, I get a error, which says that:
MapName=track1.lsd cant be found in the data map.

Ofcourse, as it is a mod package, the MapName is inclused in the .pkg file.

Again, when hosting myself, that commandline is ok. I can host. Dedicated aswell as non-dedicated. Others are able to join that map and have fun.

the mod package iam talking about, can be found here
http://files.filefront.com/Formula+Evolution+V003rar/;8531301;/fileinfo.html

Is there anyone with experience and knows how to solve this?

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Subject: Re: how to get a mod package running on a server
Posted by -SoQ-Warlock on Sat, 15 Sep 2007 19:42:19 GMT
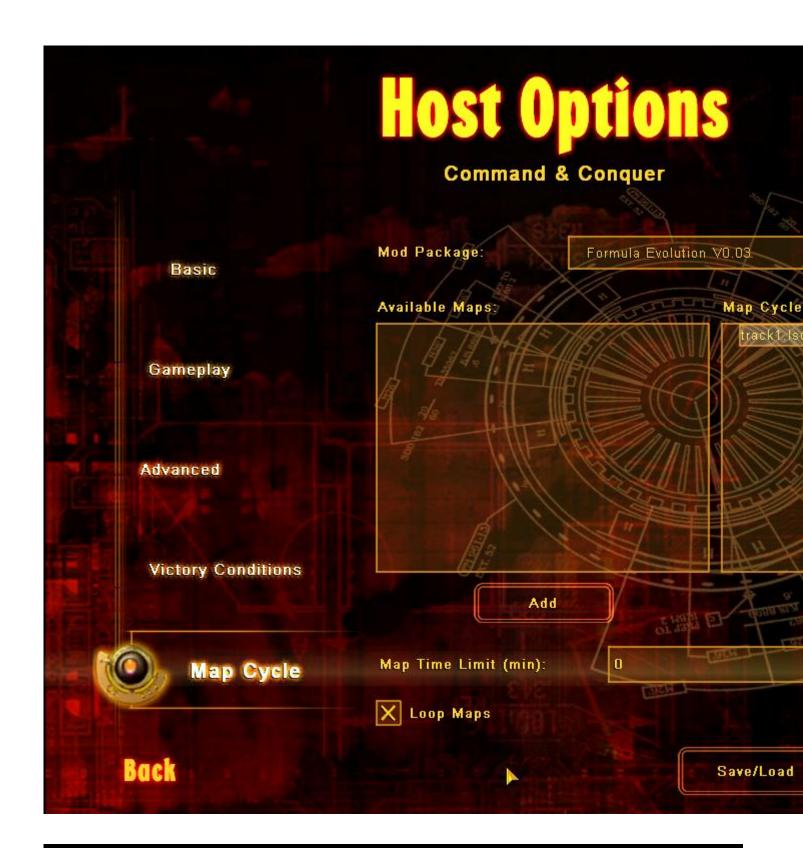View Forum Message <> Reply to Message

for those who dont understand how to set up that map, while host on your self, I made a screenshot.

(srry for doubleposting, didnt see the edit-button)

File Attachments
1) mod package.JPG, downloaded 459 times

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Subject: Re: how to get a mod package running on a server
Posted by -SoQ-Warlock on Sun, 16 Sep 2007 18:51:21 GMT
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ok, sorted out,
version v0.03 isnt working, but v0.05 is.

you can close this topic.

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Subject: Re: how to get a mod package running on a server
Posted by qwertwert125 on Mon, 17 Sep 2007 23:32:15 GMT
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dont you just love it when problems solve themselves?

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