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=ves

wGameTitle=dABIAHMAdAAAAA==

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?

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

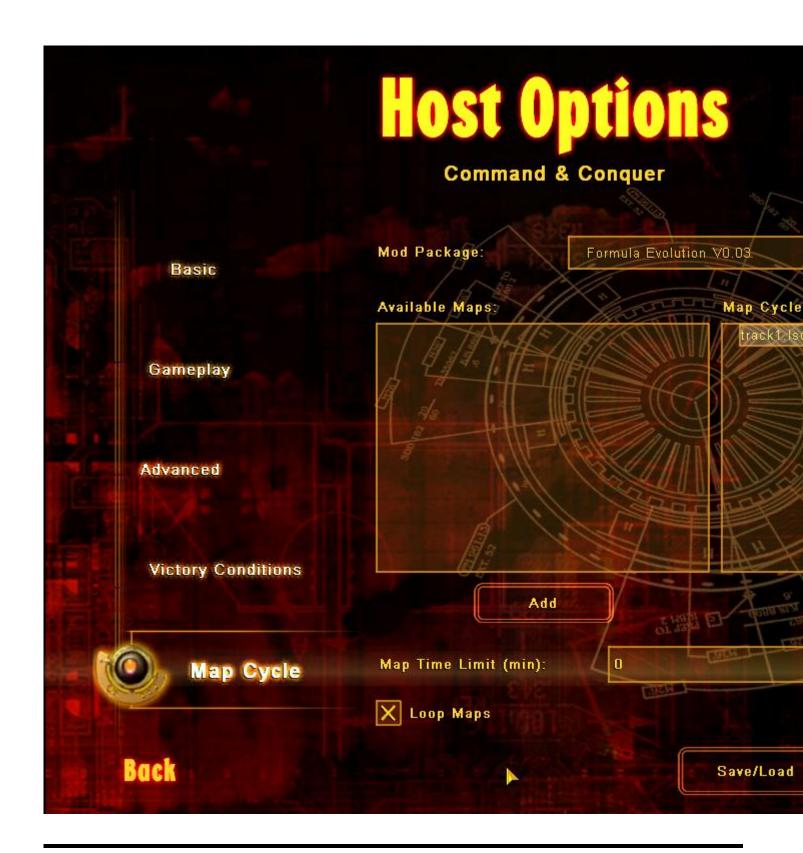
for those who dont understand how to set up that map, while host on your self, I made a screenshot.

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

File Attachments

1) mod package.JPG, downloaded 297 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.

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?