
Subject: How do you "activate" mods? (or what you do after you download them)

Posted by [Ludichris1](#) on Sat, 02 Aug 2008 15:33:54 GMT

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How do you "activate" mods (vehicles, events, characters, etc.)? Do you overwrite something? Please tell me.

P.S. Always choose Atomix Gaming server.

MY RENEGADE ONLINE NICKNAME IS:

Ludichris1

... I usually am a helper and strive to become a Cadet!

Subject: Re: How do you "activate" mods? (or what you do after you download them)

Posted by [Goztow](#) on Sat, 02 Aug 2008 15:51:23 GMT

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You mean when you're in a server? Usually doing !help or !mods shows you. For more specific info, go to the server's website or ask on their forum.

Subject: Re: How do you "activate" mods? (or what you do after you download them)

Posted by [LR01](#) on Sat, 02 Aug 2008 15:53:29 GMT

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Do you mean .w3d files?

Subject: Re: How do you "activate" mods? (or what you do after you download them)

Posted by [bisen11](#) on Sat, 02 Aug 2008 20:03:40 GMT

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Put it in your renegade data folder?

You really need to be a bit more specific =P

Subject: Re: How do you "activate" mods? (or what you do after you download them)

Posted by [Ludichris1](#) on Sun, 03 Aug 2008 01:01:21 GMT

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i guess so. ya know start using it. alot of people use unique characters and I want to too.

Subject: Re: How do you "activate" mods? (or what you do after you download them)

Posted by [_SSnipe_](#) on Sun, 03 Aug 2008 02:34:45 GMT

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explain what you mean?

Subject: Re: How do you "activate" mods? (or what you do after you download them)

Posted by [Lone0001](#) on Sun, 03 Aug 2008 03:03:59 GMT

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I think he means skins, you can find a bunch of skins here:
<http://ren.game-maps.net/index.php?action=category&id=48> or here:
<http://jelly-server.com/nuke/modules.php?name=skins>

To apply the skins simply place the files in your renegade data directory.

Subject: Re: How do you "activate" mods? (or what you do after you download them)

Posted by [Ludichris1](#) on Sun, 03 Aug 2008 22:12:30 GMT

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thanks Lone000 was helpfull

Subject: Re: How do you "activate" mods? (or what you do after you download them)

Posted by [Lone0001](#) on Sun, 03 Aug 2008 22:34:53 GMT

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No Problem

Subject: Re: How do you "activate" mods? (or what you do after you download them)

Posted by [KristyGirl](#) on Mon, 04 Aug 2008 14:58:38 GMT

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He says it like no one else was....

Subject: Re: How do you "activate" mods? (or what you do after you download them)

Posted by [Ludichris1](#) on Mon, 04 Aug 2008 20:05:43 GMT

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Wait. I downloaded the mods and they worked fine (except for one that needed a different version)but the character skins didn't work. How come?

Subject: Re: How do you "activate" mods? (or what you do after you download them)

Posted by [KristyGirl](#) on Mon, 04 Aug 2008 20:24:49 GMT

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Do you use RenGuard?

Subject: Re: How do you "activate" mods? (or what you do after you download them)

Posted by [Ludichris1](#) on Mon, 04 Aug 2008 21:58:32 GMT

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no. also my brother downloaded these gdi guys but they didn't work but when he downloaded this thing to make the gdi soldier it did.

Subject: Re: How do you "activate" mods? (or what you do after you download them)

Posted by [Lone0001](#) on Tue, 05 Aug 2008 02:22:20 GMT

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Are you sure you are placing the files in the 'data directory'?

Subject: Re: How do you "activate" mods? (or what you do after you download them)

Posted by [bisen11](#) on Tue, 05 Aug 2008 16:21:43 GMT

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And also are you sure you're putting the exact file in your data and not just a folder with the file in it?

Subject: Re: How do you "activate" mods? (or what you do after you download them)

Posted by [Ludichris1](#) on Thu, 07 Aug 2008 23:07:46 GMT

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nver mind it is working now.
