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Subject: How to use Custom Objects Exactly on a 4.0 Server

Posted by [Gohax](#) on Fri, 04 Nov 2011 15:15:57 GMT

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[10:13:54a] [@St0rmServ] Neijwiert: how to use custom objects files exactly on 4.0 server

He said he couldn't register on the forums for some odd reason. So, I told him I'd post the question for him and email him the answer, if it's given.

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Subject: Re: How to use Custom Objects Exactly on a 4.0 Server

Posted by [Jerad2142](#) on Fri, 04 Nov 2011 15:38:56 GMT

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I do believe the same rules apply as original Renegade, if you had to pull a trick to get it to work in the past (something that Renegade tried to prevent) then it won't work on 4.0. The only thing besides that that TT Team would have changed is that they might have made it so you can't have custom objects free floating in the data folder; otherwise same rules should apply, as long as the server and client are synced it'll work.

You should ask him specifically what he's having issues with so we can narrow this topic down a bit, that is if you don't mind.

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