Subject: How to test your mod?
Posted by Anonymous on Mon, 22 Apr 2002 00:09:00 GMT

quote:Originally posted by lbulletl:ok... got my map compiled, got the .pkg in the data dir. Now what?Also, if I want to run a dedicated server with my mod how do i set that up?; Set ModName to load a custom MOD package. All clients who join the server; will need to have the MOD package also.;; ModName=ModTest.pkg;ModName=beta.pkgmust not be all i have to do because its not working!   If you are running the FDS version,you need to add the name of your maps also. Like this.mapname=testmap1.lsdmapname00-testmap1.lsdmapname01=testmap2.lsdmapname02=testmap3.lsdYou get the picture.