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Subject: Re: FDS MODDING

Posted by [reborn](#) on Sun, 18 Nov 2007 00:25:00 GMT

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Client mods are things that can only be modded on your client.

For example, a texture replacement will only work on the client. When a texture is made you put in your client data folder and it is different for you only.

Server mods are things that can only be changed on the server.

For example, you could change the points given to a player when they kill another player.

Some mods can be done on either the client or the server, more often then not the results are achieved in different ways, but the result is the same.

To make a list of possible and impossible things would take a long time. Trial and error with educated guesses is how most people learn with renegade.

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