Subject: Re: Making a mod work for a server
Posted by danpaul88 on Wed, 25 Feb 2009 14:02:42 GMT
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There's a tutorial about server side modding on www.renhelp.net, I imagine it covers all the things you will need to do. Having never done a server side mod myself I cannot offer any specific advice, but you should be aware that there are limits to the things that work this way. For example, modifying weapon damage amounts server side WILL NOT work, because damage is calculated client side. If you do modify the damage values server side they won't be applied (other than for C4 IIRC), but it will cause BIATCH (if you use it) to constantly flag everyone as a cheater because they are using the standard Renegade values, which don't match the values it's reading from your mod.