
Subject: Making a mod work for a server

Posted by [nuker7738](#) on Tue, 24 Feb 2009 22:19:46 GMT

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Well first off, Hello. I am new to these forums and a total n00b to renegade modding. However I have been experimenting with modding the presets in LE (and adding my own) and making various small mods. I made one mod that I especially like and I have been wanting to find a way to add it to my FDS without having to temp it all to each individual map. I know SSAOW and SSGM have this functionality, but I don't know exactly how to use it. I have SSAOW version 1.5 and NightRegulator server bot 0.3.1. So I ask you guys:

What file do I need to "apply" my mod to my server and how do I acquire it? (I assume using LE, but what function do I use?)

BTW Before you say anything like "your mod must not work," I have tested this mod using the export mod package function and it works flawlessly. I just hate the idea of forcing people to download a mod package to play my server.

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.

Subject: Re: Making a mod work for a server

Posted by [nuker7738](#) on Wed, 25 Feb 2009 16:14:29 GMT

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Both tutorials on renhelp were useless to me. One was about simply adding objects to a map, and the other only told me how to make the mod, which I already know how to do.

My question is how do I APPLY my changes globally to my server (I.E. to ALL of my maps)

Subject: Re: Making a mod work for a server

Posted by [Genesis2001](#) on Wed, 25 Feb 2009 19:41:22 GMT

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Copy your objects.ddb file from your LE Mod\Presets folder to your server's data directory. Install SSGM, Install a good bot too while you're at it.

Anyway, after you install SSGM, find the item in ssgm.ini called "ObjectsFile" (should look like "ObjectsFile=ddb" or something by default.

Change the extension of your objects.ddb file in your data folder to objects.gm and change "ObjectsFile=ddb" to "ObjectsFile=gm" This will load your server up using the objects.gm file you created in your server's data folder.

I hope this makes SOME sense to someone. 1,000,000 thoughts going through my head. :/

Subject: Re: Making a mod work for a server
Posted by [nuker7738](#) on Sat, 28 Feb 2009 06:51:43 GMT
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alright well I got that all down (I was already set up with a bot and SSAOW) and I got my mod applied to my server, but now I have having crashing problems...

Would adding objects to the presets list using the "Add" function cause any problems on a server? It seems to ignore completely all the objects that I add.

Also, my friend (Who helped me set up the server) told me to get SSAOW instead of SSGM because he said it lagged a lot. Is it true that it lags? Would there be any potential problems with having the outdated SSAOW instead of the newer SSGM?

What is the purpose of the "Temp" action? It looks similar to the "Add" function, but which should I use?

Subject: Re: Making a mod work for a server
Posted by [F1AScroll](#) on Wed, 04 Mar 2009 03:11:28 GMT
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Temp, definitely. Essentially, it's add without the errors. That's truly all I know about it, but I do know that.

Subject: Re: Making a mod work for a server
Posted by [Lone0001](#) on Wed, 04 Mar 2009 20:25:16 GMT
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I do not think SSGM lags at all, I would 100% recommend using the latest version of it, I would also recommend using a different bot(example: Brenbot or YaRR).
