



DOWNLOAD: <https://hylty.com/2ikol5>



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hiss is shared with the official base of the game, but it is not shared with other mods. There is a "HUD.hiss" included with the game in the root of the base installation folder that contains all of the UI stuff that the game loads automatically. The SharedMemory.hiss included in the base folder is used by mods to share additional UI stuff. // Optionally, your modules can build a SharedMemory.hiss that can be used by other mods, using // a shared memory to avoid having multiple games hold copies of the same data. // // The host has to start the game with -sharedmem on in order to read the shared memory. See // for more details // SharedMemory.hiss is a text file which can contain anything, but currently // any data in here has to be the same between hosts that want to use the same module. // meaning it is up to the mod author to make sure it is an updateable file. // Read the chapter "Share Data Between Hosts" in the official wiki documentation to learn about more advanced options. // // // You need to create a "mods" folder inside your Doom3 installation directory, and create the Doom3Mod\_sharedmem.ini file inside it with the following lines: // [modid] // name = Doom3 Mod // basedir = (a folder inside your main Doom3 installation folder) // modid is the id of the folder and name is the name you want to give it in the launcher, both of which can be anything you want (names are case-sensitive). // Add any other files you need for your mod to the "mods" folder. // When you run the launcher, you need to specify the full path of the doom3Mod\_sharedmem.ini file, which should be either (a) in your main Doom3 installation folder, or (b) in the main Doom3 folder for a specific mod, or (c) in the mod's own folder. // When using the editor, you will usually be editing the SharedMemory.hiss file that is in the base folder (although you can put 82157476af

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