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Subject: Re: Single Player Mods

Posted by [totalhavok](#) on Mon, 09 Oct 2006 19:39:08 GMT

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Broadus wrote on Mon, 09 October 2006 00:37I made a .pkg mod for Command and Conquer Renegade using the Renegade Tools, but .pkgs are limited to multiplayer. My mod is meant to make all of the player's allies in single player virtually invulnerable (100,000 health, just for fun), and I can't figure out how to make a mod for the normal single player game.

So...

How do I make a single player mod?

I'm also working on some new Single Player Levels, some things I can't seem to find in LE are Activation Barriers. (The big non rendered green things, that trigger bots, events, ect...).

Do these need to be set up as proxies in RenX, or are they hidden somewhere in LE?

Also just to see what would happen I tried using the Export as Mix in LE and it generated a file that had .cpd (I think that was the extension), What is this for? It doesn't seem to work for multiplayer maps!?

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