
Subject: Re: RECON BIKE???

Posted by [reborn](#) on Wed, 29 Nov 2006 18:58:31 GMT

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Those mods are created with level edit.

Level edit is a tool released by westwood studios to help map makers and also to help people make mod packages.

You can still download this tool from westwood's FTP server.

This is ftp.westwood.com, browse to the renegade folder and you will find the renegade tools installer there.

On this same FTP you will find the .lvl files to the westwood maps. You will need these if you want to add recon bikes and stuff to the map (although you could do this via commands in the scripts.dll, I am going to risk sounding arrogant by assuming you don;t know wtf thats all about at all).

You will also need olof's xcc mixer tool, you will be able to find this easily.

Open the file called cnc_walls.lvl (which you downloaded from the ftp), open it with level edit, which you downloaded and installed also from the ftp.

Using level edit you can add "spawners" and other things from the preset tree on the right (but not all things will work server side).

If you then "save as" to your desktop you will notice as well as the .lvl file, there will also be a .lsd and .ldd file.

Now open a normal cnc_walls.mix file (use a back up file that doesnt matter if it gets fucked up, not the one in your renegade data directory). To open the file up I mean start xcc mixer (may take a while to load first time), then browse to your cnc_walls.mix file. You will see all sorts of files in this file, but you just need to delete the two files ending with .lsd and .ldd, then you can drag the new .lsd and .ldd files you made into the xcc mixer window to add them.

When you close down xcc you will have just edited the map, now place this file on your server and if you have done it right the things you have added will show up in game.

This is a brief discription, if you get stuck ask for help.