Subject: Re: Renegade online voice commands
Posted by Blazea58 on Fri, 05 Jan 2007 07:30:51 GMT
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I don't think you fully understand the process here in making these so i will show step by step how to get everything working and in your proper directory. Strings.tdb has Nothing to do with making these radio mods (far as i know) so you don't need to associate with that file.

1: First you want to open level edit, make a new mod package name, and hit ok.

2: When it opens go into "presets at the top, and find global settings/cnc mode settings and then click mod on that.

3: When the window opens on the left it shows which commands there are if you scroll down a bit. Click the file things and it will pop the window shown on the right up. Pick from all those tabs to find something you want. (Not all sounds play, so alot of ingame tests are required)

4: When you are finally done going through all the commands, hit Ok (not Ok & propagate)Then hit file save, make the name of mod package in there. Then hit the X on top right and be sure you say yes to the preset changes.

5: Now just go into My computer/C:/Program Files/Renegade Public Tools/Level Edit/ Sounds(your mod package) / Presets/ And the Object.ddb is what you want. Click it then copy it and paste to desktop or where ever.

6: Now you just have to place the object.ddb into C:Westwood/Renegade/Data Folder. Don't try to place inside a folder within data, just soon as its in renegade/data paste it in. Then go in lan and test your sounds