
Subject: Re: Help!?!?

Posted by [Jerad2142](#) on Fri, 19 Jan 2007 16:08:54 GMT

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As for the Tiberium settings you will have to modify the "surfaceeffects.ini" which will be located in the always/ini directory of your mod folder.

Quote:- Rename your server objects.aow to objects.ddb

Only if you renamed it in the first place.

Quote:- Open these objects.ddb in LevelEdit

It should open it automatically.

Quote:- Edit the values you want for the sniper weapon and general tiberium settings

Quote:- Save the objects.ddb file

Just go and quit out of level edit, and it should ask you if you would like to save.

Quote:- Rename it back to objects.aow

Only if you did step one.

Quote:- Put it back in the server data folder

If it's a .pkg you won't do this.

File Attachments

1) [Damage.png](#), downloaded 395 times

surfaceeffects - Notepad

File Edit Format View Help

Surface Damage Stats

[Damage_Warhead]
Tiberium Field=TiberiumRaw
Tiberium Water=TiberiumRaw
Tiberium Water Permeable=TiberiumRaw
Underwater Tiberium Dirt=TiberiumRaw

[Damage_Rate]
Tiberium Field=5.0
Tiberium Water=5.0
Tiberium Water Permeable=5.0
Underwater Tiberium Dirt=5.0

Footsteps

Footstep Crouched
Footstep Jump
Footstep Land
Footstep Run
Footstep Walk

Cloth

[Cloth_Footstep Crouched]
Sound0=Crawl on Stone Twiddler
Emitter0=e_rock

[Cloth_Footstep Jump]

[Cloth_Footstep Land]

[Cloth_Footstep Run]
Sound0=Run on Stone Twiddler
Emitter0=e_rock

[Cloth_Footstep Walk]
Sound0=Walk on Stone Twiddler
Emitter0=e_rock

Cloth Permeable

[Cloth Permeable_Footstep Crouched]

[Cloth Permeable_Footstep Jump]

What Type of damage
Warhead to use

How much damage per
second to do

2) [LevelEditStuff.png](#), downloaded 378 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



Presets

**You should modify both
of these values by hitting
the "mod" button when
one of each is selected**

```
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Test\characters\FullMoon.tga
TimeManager::Update: warning, frame 58 was slow (27346 ms)
TimeManager::Update: warning, frame 61 was slow (7654 ms)
```

Ready

Camera (0.00,0.00,80.00)



Renegade Public Forums ...

LevelEdit

Untitled - Commando ...