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 you 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.

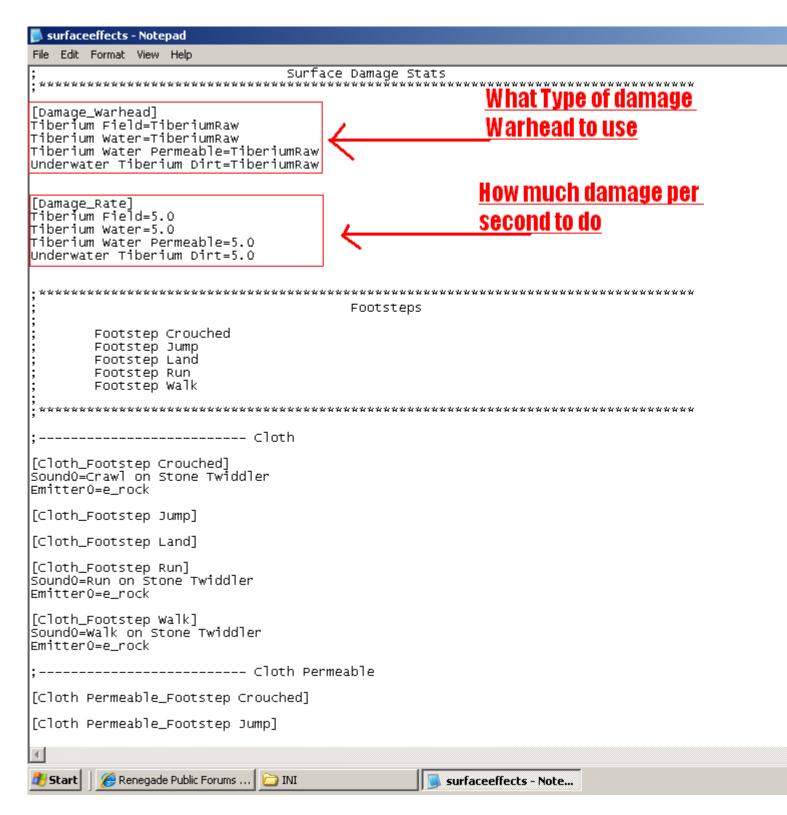Quote:- Edit the values you want for the sniper weapon and general tiberium settings

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 its a .pkg you won't do this .

File Attachments
1) Damage.png, downloaded 282 times

```
; ------------------------------ 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 267 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

Add

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)

Start | Renegade Public Forums ... | LevelEdit | Untitled - Commando ...