Subject: Cleaning Singleplayer levels completely
Posted by EA-DamageEverything on Tue, 26 Feb 2008 00:16:11 GMT
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Hi, I downloaded SSHTP and the new one from Reborn -SSDM. I made a package of SSDM like the pure SSGM download to make it easier for people who have less knowledge how to run this on a Server.

However, since some of the singleplayer maps are support by SSDM, I wanted to clean them up. Basically my work is sort of a reverse way Coop-Admins do with the maps. Eliminating all things which would disturb the players is the highest priority.

So I took the M01.lvl, started LE and began deleting the bots, trucks, some powerups, green script zones, tanks etc. Then I opened the original M01.mix in Renegade Ex and removed all the .txt files as I think these are the cinematics.

The mix + the ldd&lsd files went into the DATA, the Server ran and I joined. I walked around to check the modifications. Chinooks, Orcas and Apaches did fly around, the SAMs & turrets were instantly killed (Disable_Basedefenses=1!) but as I approached at HoN, I saw a big problem. A GDI Chinook came and dropped some GDI Minigunners! To get a clue what I mean, look where my Havoc is standing=
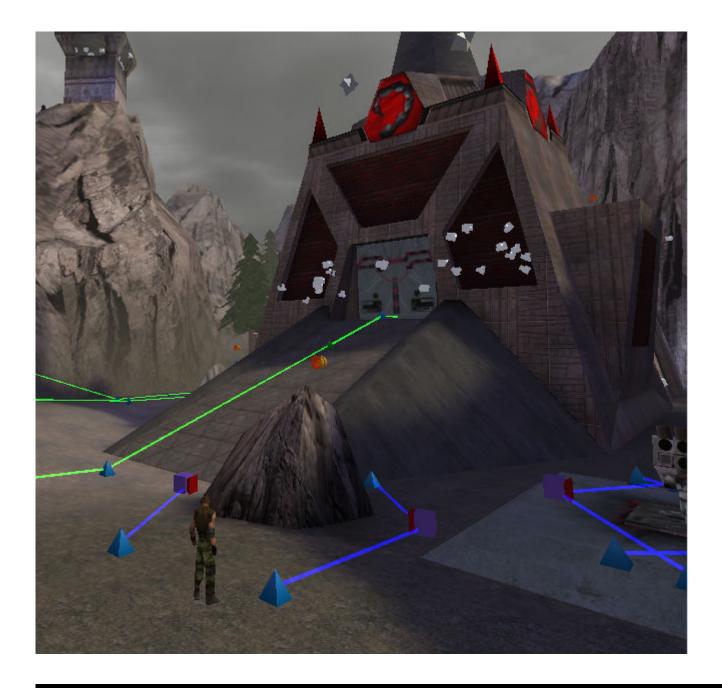
For some of you it might be n00bish, and I apologize being too lazy to get my eyes on renhelp. I prefer learning by doing and only if I would fail really hard, I will call for help. And I am at this point now on M01.

My motto is "I mean, how hard can it be?" (stolen from Jeremy Clarkson) and how hard will it be on the other maps? There are M02 + 3 + 5 + 7 + 8 waiting for me...

File Attachments
1) landingzone.jpg, downloaded 445 times