
Subject: Hello! (Lots of Renegade Questions)

Posted by [Spikey00](#) on Thu, 10 Apr 2008 21:59:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

First of all, I would like to introduce myself. I am known as Spikey, and this would be my first post within these forums. I have played every CNC game there was created (including Kane's Wrath), from the ages around 9. I have always enjoyed the Tiberium universe, and I have been delighted by the years of entertainment the games have served upon me. I believe I had the first opportunity to be introduced to CNC Renegade when I had purchased my computer for a years, before I had lost all my applications and data from a severe crash of which I had experienced when I was 10 or so. Even with that computer being an extremely low performer, (I believe my old max FPS for Renegade was 10...) I still loved the game. I was fascinated about the AI (actually, all AI's in every CNC game), even though it had lacked the fundamentals to be of a sufficient challenge. I played the Multiplayer Practice over and over again, for perhaps over 100 hours, because I'm like that. :D So much, to the point of strategizing to get the patrolling bots out of the base to the field by killing them, and disturbing them long enough until they use their superhuman senses to hear a shot being directed at a team mate. Perhaps it was the fact that Renegade was the first FPS of CNC that it drew me insanely close to it; so close in fact that I never have really played online for Renegade. For a few years or so, I have been searching for modifications, maps, and information on the game -- to explore, and to learn.

It was a very long time since I have had any interest in Renegade, (even with Kane's Wrath being of a huge distraction.) and I am now 15 years of age. I still remember considerable information about the cnc_c130drop.txt, and I have had recollections of the more significant people serving roles with Renegade, such as Bison, AircraftKiller, Justin Pereira, and a few more. Some of which I have noticed have been here in these forums, and I saw that these forums were still alive, so I thought I would join the community.

The first time I had known about Renx and Leveledit was an absolutely long time, and at that time, I had not known how the crap was I supposed to use such programs. Now, the hunger has become superior. I've learned very small amounts of how to operate in Renx, and in LevelEdit, but my most interest is in LevelEdit. I have acquired the basic skills of what is needed for creating bots and spawns on the preset SP and MP maps, although I have a problem with having LevelEdit of which I will explain now, before the rest.

My scenario is that I want to create/edit levels specifically for implementing AI. I always enjoyed having more of the basic infantry, and less of the special, as I've always preferred them over the more powerful ones, and that would be my main strategy to approach having my own type of map with my AI. I have created a decent start for the Mission 2 map, and I have multiple copies of it. (I saved from major change to major change, as I see that LevelEdit crashes on me very frequently...) But now the problem has struck this map. When opening, it displays the Missing Presets window, and the Error Reporting from Windows comes up displaying the familiar "... has encountered a problem and needs to close. We are sorry for the inconvenience." I am unsure of what may be causing this, as it occurs with every map there is for me, but my best approximation would be dealing with the presets. Has anyone have any advise or information for this problem?

I have the following setups for my computer and LevelEdit:

- Windows Media Edition 32bit with 64bit capable CPU.

- JonWil's LevelEdit.exe update.
- The First Decade registry fix.
- Installed Renegade.
- Updated Service Packs/Drivers.

I have inspected my editorlog, but I have not much to make out of it. If perhaps you need to see it, I shall upload it off of an external website. (Shortening it, [because there were thousands of lines of 'Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Test\characters\DUMMY.W3D' 'Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Test\characters\havoc\DUMMY.W3D' at the end of the file] still had the filesize over 1MB.)

Any answers for this first question would be greatly appreciated.

On to lesser questions...

1. Any other websites similar to Renhelp?
2. Any websites specializing in tutoring about the Renegade AI?
3. Is anyone who really specializes with the AI?
4. Does anyone have their own private AI maps of which they may share?
5. What is CPU_Neo_Vehicle_Ai a part of in CPUKiller's scripts? Where may I download that script? (Don't see it anywhere, even Google.) If no where, then what is it?
6. <http://renhelp.net/index.php?mod=Tutorials&action=view&id=44> Is there a version of that map with player spawns? (Ohhh, but I had to say, that was so fascinating to me at my first look at it.)
7. Any tutorials I should be really looking at about AI? (I believe I have seen most at Renhelp)
8. Any wrong information with my cnc_c130drop.txt file about the information? I have been working with this from time to time for myself, and most of the information builds upon it... although I definitely know my knowledge about the "Cinematic Script Commands" and such is wrong... That stuff was the most confusing to me, because there was all sorts of weird reactions to the drops. Both of the timeframe/whatever's are based on my experience on the MP practice map, with having a lot of bots drop, and I had changed the time for some of the bots. (as they kept sticking to the plane and flying off, or they went off the map or some kind of random reason of which I don't understand yet.) Some of the bots appeared later, so they didn't clip together on the field. And strange enough, the plane ceased to crush the bots and myself for that time. I've included a drop file along with the post. Again, note that I sometimes forget to update the file entirely, so some of the information is inaccurate and such. It also isn't formatted conveniently yet.
9. Any other major information regarding the c130drop.
10. How do you totally uninstall RenGuard? I seem to be receiving "Gameplay Pending" some of my campaign missions (surprisingly some saves are clear from this), and I think it is because of RenGuard.
11. Of a mod I recently discovered on RenHelp.net, which was created by Oblivion165 ("Single Player Cheats - BETA 2"), I really found interest in the Bot Drop. I would like to learn more about it, and how would I edit it? Wordpad displays too much garbage to be anywhere editable, and I cannot make much sense out of SPBots.txt, unlike the C130drops.
12. Do bots die from follow the player scripts? I've noticed this occurring (or at least again). I haven't tried the Goto Star one, though. And if so, is there a solution to stop them from dying without making them invincible?

Lastly, I would love to give thanks to people who have made things related to the AI in Renegade. You have made my childhood more interesting and fun.

Thanks a lot for having me. :)

Below is attachments of my c130drop, a picture of a screenshot with some of my custom presets.

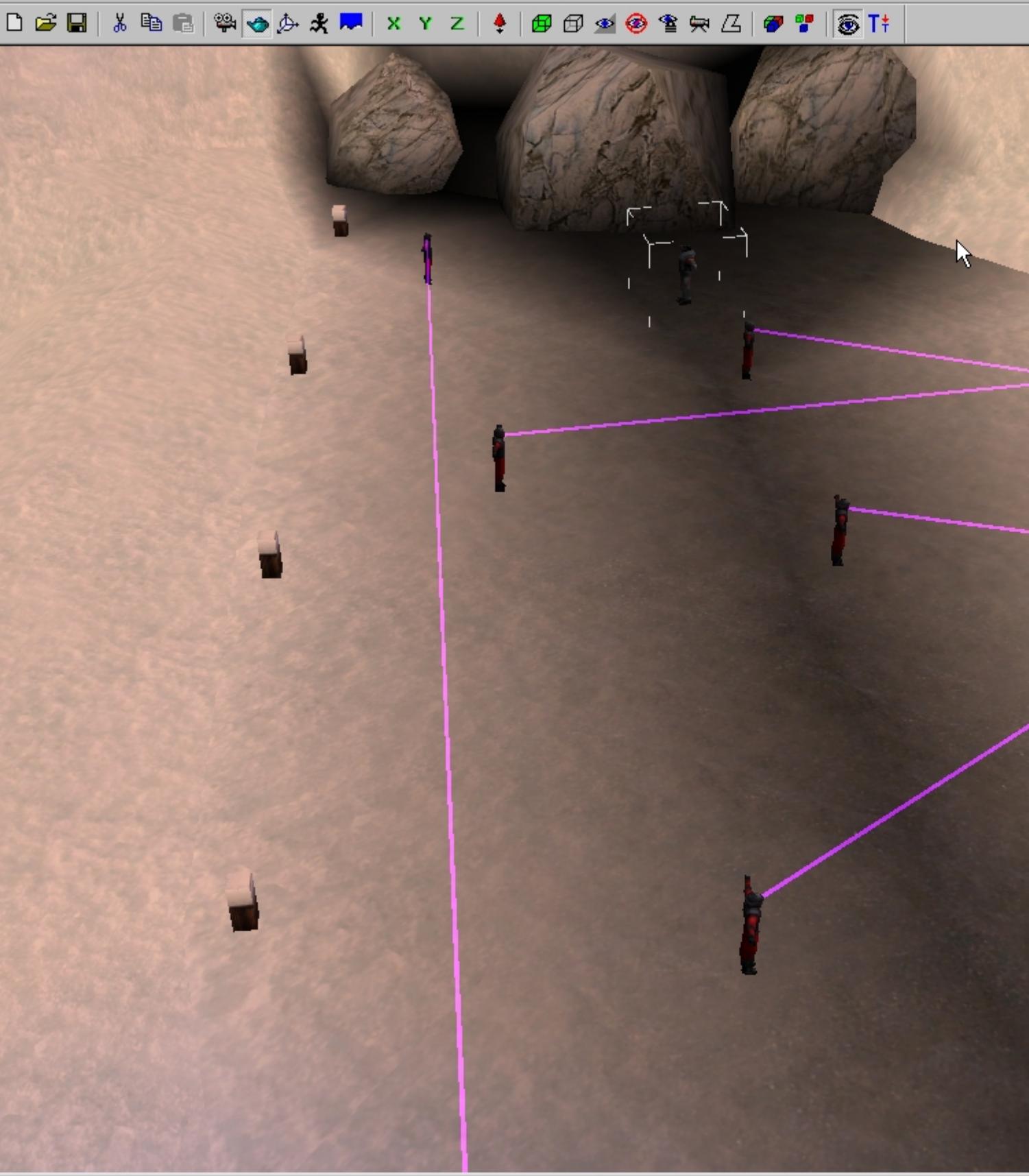
And requests of other uploads is welcomed to be requested. :)

File Attachments

1) [ScreenCapture_09042008_185724.jpg](#), downloaded 466 times

Custom Classes and spawns created.lvl - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



Selection set: Nod_RocketSoldier_10ff.100101 (VisObjectId = 7441,).
Picked model: c_ag_nod_rk
Selection set: Nod Bot Spawners.100122 (VisObjectId = 7441,).

Ready

SPLevel2_Tester

2) [cnc_c130drop.txt](#), downloaded 212 times
