
Subject: Re: How To Make a Renegade Campaign?
Posted by [F1AScroll](#) on Wed, 11 Mar 2009 01:52:41 GMT
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I tried copying objects.ddb, CCCM00.ddb, campaign.ini, the strings thingy, and CCCM00.mix (created with jonwil's LevelEdit) into the Data folder, but it didn't show any briefing text (I didn't modify the text pointers for that or any level, BTW), and it crashed a small bit before the loading bar was full. Then, when I put in a GDI spawn and ran it as a pkg in multi, it crashed. I might have also copied over a few other files, such as the .ldd and .lsd files. Is that a problem? There's also some files I copied to data called conv10.cdb and temps20.ddb. Some files included below.

P.S. Just realized: temps might mean "object temps" instead of "temporary JonWil LevelEdit files". If I'm going to replace the objects.ddb, should I use "add" instead of temp? Is there any way to just change and add to a temp?

File Attachments

- 1) [strings.zip](#), downloaded 127 times
 - 2) [C&C_City_BuildTest.zip](#), downloaded 116 times
 - 3) [asset_report.txt](#), downloaded 122 times
 - 4) [CCCM00.lvl](#), downloaded 114 times
 - 5) [CCCM00.ddb](#), downloaded 136 times
 - 6) [campaign.ini](#), downloaded 130 times
 - 7) [objects.zip](#), downloaded 135 times
 - 8) [conv10.cdb](#), downloaded 130 times
 - 9) [temps20.ddb](#), downloaded 135 times
 - 10) [C&C_City_BuildTest.ddb](#), downloaded 120 times
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