Subject: Re: Is there any way to convert a pgk to a mix file?
Posted by rrutk on Thu, 29 Sep 2011 12:18:59 GMT
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Jerad Gray wrote on Mon, 26 September 2011 13:41
However, some of these you can make it into a mix without, it'll just use the stock ren stuff in place, but if the objects file has been modified, tough luck.

so it's also not possible to CHANGE / MODIFIY the EXISTING presets/objects, right?

For instance:

After the release of my C&C_CaptureTheBunker I realized, that the GDI soldier screams "friendly fire" and more stuff if hit by enemy (!).

I checked, and it seems to be, that only the standard preset of the GDI Minigunner has dialogues on it. And may be a wrong dialog setting. The other chars have only a dialogue/sound for dying.

As far as I understood you right, it's not possible to CHANGE the existing preset for a mix? The only way is to TEMP a new copy?

But I tested with sounds (wanted it omni rather then 3D), overriding a present with temping a new one with the same name doesn't work there.

But it works for the purchase settings....???

(At the moment I do the conversion of my old museum mod to standard ren maps. Damn lot of work temping all the mod presets new. It's a pitty that it is not possible to load the pgk-level and somehow change all added to temped