
Subject: Re: Cheaper units on the stock maps
Posted by [iRANian](#) on Sun, 08 Jan 2012 04:02:09 GMT
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The infinite ammo plugin itself works correctly, but when loaded on a scripts 4.0 beta 3 server, it won't work. To confirm, buy a shotgunner and check your ammo, it should be finite.

Changing cost is really simple to do, but after doing that you need to compile a new map which is a bit more complicated and could have some issues. I highly suggest finding someone with basic Renegade mapping (or just LevelEdit) skills to do it. But if you want to have someone without any experiences to Renegade mapping do it:

1. Download the Renegade .lvl files from game-maps.net or another mirror.
2. Open the map's .lvl file.
3. Create a new project in the box that pop ups if needed.

<http://i.imgur.com/QIQCR.png>

4. Check the above screenshot. On the right-side of the LevelEdit GUI, you need to edit 'Character Classes', 'Vehicles', 'Equipment' for both teams, listed under the 'Purchase Settings' folder.
5. Left click on the setting you want to edit and press the 'Temp' button with the green + sign on it.
6. In the box that pops up, set 'Name:' to the same name as what you're editing and open the 'Settings' tab.
7. Edit the costs for all the settings you like.
8. Repeat until your done.
9. Click on File -> Save Presets...
10. Click on File -> Export .Mix and type in a name for the map.

There's four main problems that may occur:

1. Game will crash during loading / No terrain is loaded.
2. Harvesters won't do anything and vehicles don't follow the waypath off the Strip and you will lag thru doors.
3. The FPS is a lot lower than the stock map you're modding (when vsync is turned off).
4. Shadows are incorrect.

All these problems are easy to resolve but they don't always appear, it's best to test out without using the methods to resolve them before testing the map and applying them IF they appear during testing.

After you've done that, save the level, it should create a .ddb (NOT objects.ddb) file in the folder you saved to with the same name as the map, it contains the cost changes and it's easy to apply to other maps without having to manually edit the cost settings for every map. To apply the change to other maps, simply open the .lvl file for the other map, save the level and close LevelEdit, then rename that .ddb file to <map_name>.ddb and place it in the same folder you've saved to. Then open LevelEdit again and it should have applied the cost changes automatically (you should check this anyway), then convert that map to .Mix again and do it for every map.

Also, the modded map will share the same terrain filename with the non-modded map, this could possible clash with the anti-cheat. To check that enable the anti-cheat on a 4.0 server, and load the non-modded version of the map, it should load correctly, then load the modded version of the map, if no anti-cheat admin messages are given after loading the modded version of the map there's no issue with the anti-cheat.
