
Subject: Need some help, with a renalert "mod".
Posted by [Naamloos](#) on Sat, 28 Aug 2004 19:16:26 GMT
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I wanted to change gameplay a bit by using an objects.ddb (adding supply trucks, C4 as "beacons", and many balance changes that effect gameplay a little.)

I have no problems when making it but when i test it in-game it crashes when i enter a supply truck, or buy a volkov (modified).

Im no expert at this but does anyone know how to fix this?

Thanks.

Subject: Need some help, with a renalert "mod".
Posted by [Dante](#) on Sat, 28 Aug 2004 20:26:32 GMT
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pkg ?

Subject: Need some help, with a renalert "mod".
Posted by [Naamloos](#) on Sat, 28 Aug 2004 20:32:12 GMT
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I may end up trying that for renalert, but then i would need to add maps and stuff.

It's only an objects.ddb now, i was more thinking of server sided stuff... (host)

So that everyone can join without downloading it. (we don't want people to cheat now do we)

Subject: Need some help, with a renalert "mod".
Posted by [Renx](#) on Sat, 28 Aug 2004 20:40:44 GMT
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Nothing you put in it can be custom, it allm has to be stuff from the game in order for it to work the way you want it to.

Subject: Need some help, with a renalert "mod".
Posted by [Naamloos](#) on Sat, 28 Aug 2004 20:45:07 GMT
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It's all from the game, the supply truck, MCV and phase transport are in the always.dat. (not using

MCV tho)

Subject: Need some help, with a renalert "mod".
Posted by [Naamloos](#) on Sun, 29 Aug 2004 09:22:11 GMT
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bump

Help?

Subject: Need some help, with a renalert "mod".
Posted by [Nightma12](#) on Sun, 29 Aug 2004 09:51:00 GMT
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you will only be able to play on n00b servers if you have an objects.ddb, in your data folder

RenGuard will think you are cheating

Subject: Need some help, with a renalert "mod".
Posted by [Naamloos](#) on Sun, 29 Aug 2004 10:00:11 GMT
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I am talking about renalert not renegay :rolleyes:

Edit: Even if it's done people won't be able to download it. It's just an option for servers to use it... but since there are so many crashes at this point i don't think ill ever get it fixed

Subject: Need some help, with a renalert "mod".
Posted by [Titan1x77](#) on Sun, 29 Aug 2004 12:25:41 GMT
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Naamloos! am talking about renalert not renegay

Then your on the wrong forums

Subject: Need some help, with a renalert "mod".
Posted by [Shappy](#) on Sun, 29 Aug 2004 13:14:11 GMT
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no, he is on the right forum.. this is the mod forum :rolleyes:

Subject: Need some help, with a renalert "mod".
Posted by [WNxCABAL](#) on Sun, 29 Aug 2004 13:26:25 GMT
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Shappyno, he is on the right forum.. this is the mod forum :rolleyes:
I think titan means, he is on the renegade forums, not the renalert forums.

Subject: Need some help, with a renalert "mod".
Posted by [Renx](#) on Sun, 29 Aug 2004 13:34:15 GMT
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BHS runs these forums, and since BHS supports all renegade mods, this is the right forum.

I don't know much about server side mods, but I'm pretty sure you need a scripts.dll with the objects.ddb. If you want someone that does know a lot about server side mods, vlokfboky is the man you're looking for.

Subject: Need some help, with a renalert "mod".
Posted by [Naamloos](#) on Sun, 29 Aug 2004 13:57:12 GMT
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The scripts.dll, scripts2.dll and scripts3.dll are already in the renalert folder... Unless you are saying they should also be in the renalert/data folder...

The crash only happens with a few things, the rest works fine.

Edit: i tried to undo the changes to the thing that crash but no effect.

Subject: Need some help, with a renalert "mod".
Posted by [Aircraftkiller](#) on Sun, 29 Aug 2004 14:08:00 GMT
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Titan1x77Naamloos! am talking about renalert not renegay

Then your on the wrong forums

Quote:Blackhand Studios Public

Public discussion of Blackhand Studios planned bugfixes and improvements for C&C: Renegade and Renegade Alert.

Subject: Need some help, with a renalert "mod".

Posted by [Deactivated](#) on Sun, 29 Aug 2004 14:12:12 GMT

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Though this is the Mod Forum.

Subject: Need some help, with a renalert "mod".

Posted by [Aircraftkiller](#) on Sun, 29 Aug 2004 14:17:14 GMT

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Doesn't matter, it's still supported here.

Subject: Need some help, with a renalert "mod".

Posted by [Titan1x77](#) on Sun, 29 Aug 2004 14:24:37 GMT

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instead of arguing about it, why dont you obviuosly help him?

You'd rather argue about the fact that posting about Renalert mod issues is ok here rather than just answering the inital topics question.

I was just stating that he could find help elsewhere(maybe renalert.com) rather then here.

Subject: Need some help, with a renalert "mod".

Posted by [Naamloos](#) on Sun, 29 Aug 2004 14:37:34 GMT

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Maybe it help when i tell what i changed...

List...

Allies:

- Changed M60 firing sound.
- Changed pistol firing sound.
- Gave techie 25 armor.
- Gave sniper 100 health.
- Rocket soldier now kills infantry as fast as a grenadier and with changed explosion animation.

- Rocket soldier reload time longer, also added reloading and firing sounds.
- Gave thief 100 health.
- Gave spy 100 health.
- Gave tanya 100 armor.
- Gave officer, sniper and rocket soldier a pistol.
- Ranger cost from 600 to 500.
- Arty health/armor from 100 to 150.
- Light tank and medium tank splash damage increased.
- Ore truck cost from 1400 to 1200.
- Demo truck cost from 2400 to 2000.
- Supply truck added, 110 health at a price of 500 and can carry max 5 people.
- Phase transport added, 250/250 health/armor at a price of 1100, also changed firing and movement sounds. (planned for extra's but there are no extra's for vehicles in RA)

Soviets:

- PKM firing sound changed.
- Flametrower splash damage increased.
- Grenade explosion animation changed and is now the same as a rocket soldier.
- Grenadier reload time increased.
- Grenadier cost from 160 to 175.
- Gave sniper 100 health.
- Removed armor from grenadier.
- Flametrower armor increased from 25 to 50.
- Volkov cost from 1200 to 1700.
- Removed volkov's C4.
- Gave volkov 500 armor and higher jump.
- Gave officer, flametrower, grenadier, sniper, shock trooper and volkov a pistol.
- V2 cost from 700 to 750.
- MAD tank cost from 2400 to 1700.
- MAD tank armor/health increased from 300 to 400.
- Demo truck cost from 2400 to 2000.
- Ore truck cost from 1400 to 1200.
- Supply truck added in the same way as the allies.
- Tesla Tank armor/health from 110 to 150.
- Tesla Tank cost from 1500 to 1200.
- All tesla weapons have a bit larger range of splash damage.

Other:

- 2 remote C4 can be bought as "beacons" for 500.

I may have forgotten something... but that's about it.

Subject: Need some help, with a renalert "mod".
 Posted by [Aircraftkiller](#) on Sun, 29 Aug 2004 14:49:07 GMT

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Because I don't support "mods" that turn our game into something that isn't officially supported. I encourage fan made works for what we're doing, but I cannot support things that rape the gameplay.

"gave Volkov high jump and 500 armor"

Are you a fucking retard?? You may as well just place a timer script which destroys all the Allied structures after 30 seconds, it'll have the same effect as the bullshit unbalanced changes you're making...

Subject: Need some help, with a renalert "mod".
Posted by [Naamloos](#) on Sun, 29 Aug 2004 14:54:33 GMT
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LOL.

You should know that rocket soldiers own armored units. And i sead i removed his C4 and increased his cost to \$1700.

Edit: And since you seem to know so many things about balance, explain why soviet snipers have 90 health and allied snipers 80?

Or how allied techie's have no armor and soviet ones 25?

Or how Heavy tanks have large splash damage against infantry and allied light tanks and mediums have almost none?

Or how grenadiers rape everything?

And a rocket head shot only damages 20% of a players health?

ect ect ect...

Subject: Need some help, with a renalert "mod".
Posted by [Aircraftkiller](#) on Sun, 29 Aug 2004 15:04:11 GMT
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Big deal, removing his charges of C4 doesn't stop him. Neither does increasing his price by a mere 500 credits.

Minute differences in armor or health do not amount to be balance issues. It's a public beta test, you idiot. Why do you think it hasn't reached 1.0 yet? Balance isn't as simple as "GIVE VOLKOV UBER JUMP AND ARMOR SO HE CAN'T EVER DIE! THEN SAY IT'S BALANCED AND THAT RANALART SUXXXXXXXXXXXXX"

It takes weeks of planning, observation, and it also helps when you don't suck at the game.

Subject: Need some help, with a renalert "mod".
Posted by [Naamloos](#) on Sun, 29 Aug 2004 15:07:35 GMT
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I am making it only to change gameplay a bit, i have been playing 993 the minute it was released and THIS is what I think makes the game "balanced", or atleast more fun.

And those small health things where there in 9925 already, should have been an easy fix

And i never sead RA sucks, if it sucked that mush i would have been playing renegay now.

I also don't suck at the game, i may have a bad aim but i know almost everything in renalert.

Beta or not, this is the way i think it's more fun.

Subject: Need some help, with a renalert "mod".
Posted by [Aircraftkiller](#) on Sun, 29 Aug 2004 15:26:52 GMT
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Just hope you realize no one is going to want to play it with those absurd changes... And it doesn't matter if something was there before, if it can't get fixed in a timely manner, it doesn't get fixed until later on.

Subject: Need some help, with a renalert "mod".
Posted by [Spice](#) on Sun, 29 Aug 2004 15:27:10 GMT
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Damn dude there is a edit button.

For sound changes:

Name the sound files according to the ones in the data folder. Place them in your data folder or editors cache in LE mod folder. (export as .pkg or mix)

All the othe changes:

Settings in Level edit. Export as a .pkg or mix file.

Subject: Need some help, with a renalert "mod".
Posted by [Naamloos](#) on Sun, 29 Aug 2004 15:32:17 GMT
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AircraftkillerJust hope you realize no one is going to want to play it with those absurd changes... And it doesn't matter if something was there before, if it can't get fixed in a timely manner, it doesn't get fixed until later on.

I only wan't to test how it goes with this, i can always change things later.

Oh and EXdeath7, or you saying a .mix or .pkg can work the same as a .ddb? Also, everything i use is already in the RA always.dat.

Subject: Need some help, with a renalert "mod".
Posted by [Spice](#) on Sun, 29 Aug 2004 15:36:44 GMT
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NaamloosAircraftkillerJust hope you realize no one is going to want to play it with those absurd changes... And it doesn't matter if something was there before, if it can't get fixed in a timely manner, it doesn't get fixed until later on.

I only wan't to test how it goes with this, i can always change things later.

Oh and EXdeath7, or you saying a .mix or .pkg can work the same as a .ddb? Also, everything i use is already in the RA always.dat.

No they cannot be used the same way as a objects.dbs. No one here is going to tell you how to make a .dbs file.

Subject: Need some help, with a renalert "mod".
Posted by [Naamloos](#) on Sun, 29 Aug 2004 15:39:33 GMT
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Uhhh... why do i need a ".dbs" if a .ddb file works except some crashes?

Edit: The only real reason i made this topic is to ask how to fix those crashes, is that to mush to ask?

Subject: Need some help, with a renalert "mod".
Posted by [NeoSaber](#) on Sun, 29 Aug 2004 17:01:13 GMT
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NaamloosEdit: And since you seem to know so many things about balance, explain why soviet snipers have 90 health and allied snipers 80?

Or how allied techie's have no armor and soviet ones 25?

Those are typos in the settings. Sometimes when I'm updating 50 things in a few hours I hit a 9

instead of an 8, or forget to double check armor.

Naamloos And those small health things where there in 9925 already, should have been an easy fix

I need to know the problem exists before I can fix it. I never noticed the sniper thing and don't remember reading any bugs reports about it. I did fix the technician's health as soon as someone mentioned it in a bug report. I've now fixed the sniper health too.

Naamloos The only real reason i made this topic is to ask how to fix those crashes, is that to mush to ask?

Actually, yes. Originally you didn't provide enough information on what you changed so there was no way to tell what could be wrong. From the list of changes you posted later on, I still don't know why it's crashing. I just have two thoughts.

1) I never tested the supply truck in game. I exported the model and wrote the settings really quick. There's no guarentee it works to begin with. Everything about it started as a clone of the demolition truck and then a few changes were made. Anything in that changing process could be causing the crash or anything you may have done later on could be causing that crash.

2) For Volkov, a character will crash if its weapons are messed up, or maybe if its physics are messed up. You changed both according to your list so either change could cause the crash, or both could be causing it. I suggest taking off any extra weapons you gave him and see if the crash goes away. Then, if there is still a problem, check all his settings.

Subject: Need some help, with a renalert "mod".
Posted by [Naamloos](#) on Sun, 29 Aug 2004 17:43:59 GMT
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I fixed everything exept the supply truck and phase, once you get inside them with, let's say, a rocket soldier, the game crashes. They work with basic infantry tho.

The crash with volkov was that his "volkov" armor type does not like to get changed... so instead of that type i gave him 150 points of heavy vehicle armor, and it works.

I gave him a pistol and changed the cannon firing sound without any problems.

The info you gave me was verry usefull NeoSaber, thanks a lot

Once everything works fine ill post another list with all changes... and they won't be so uber sucky as in my first list

Subject: Need some help, with a renalert "mod".
Posted by [Naamloos](#) on Sun, 29 Aug 2004 19:34:48 GMT

HA! got it!

The reason the game crashed when entering a supply was that i made the pistol the second weapon, this is now fixed and i use a script to give a pistol.

Tanya had the same problem since it's a temp of a pistol.

I still removed the phase tho, it's PT icon did not fit with the new ones and once you got out and back in it you could no longer see it...

Now all that's left to do is test it with a server...
