Subject: Frequently Asked Questions: Check here first!
Posted by Spyder on Sun, 20 Aug 2006 17:15:38 GMT

Message from YSL: Check http://www.renegadehelp.net/ for one of the biggest Renegade modding help sites around.

Thread continues as normal.

I don't know if there are more people out there with the same problem but i'm gonna explain the problem the best I can.

I like making my own maps in level edit using heightfield. I wanted to make a new map called C&C_Recon_Battle.mix . I wanted a map with players only able to buy recon bikes, but!!!
When I wanted to add the recon bikes (and some orcas/apaches just for fun) this happened:

I read on the internet that you have to change the settings here:
Edit -> Level Settings or something like that. When I click Level Setting my Level Edit crashes!!!
How is this possible??????

If you have the same problem or if you have the answer please post here.

Edit by YSL: Stickying for future reference.

Subject: Re: Level Edit Crash Very Annoying!!!!!!!!!!!
Posted by futura83 on Sun, 20 Aug 2006 18:01:30 GMT

i had this problem:

for the level edit crashing at the Edit -> Level Settings, find where your level edit folder is(most commonly C:\Program Files\RenegadePublicTools\LevelEdit) right click on the leveledit exe, click properties, then go to the tab 'compatibility'. enable the option 'disable visual themes'.

for the orca/apache problem, start up level edit, go to the preset of the helicopter you want, mod it, click on the physical settings tab, and take off the _m off the end of the file name.

it should work then.

Subject: Re: Level Edit Crash Very Annoying!!!!!!!!!!!
Posted by Spyder on Sun, 20 Aug 2006 18:23:57 GMT

It works fine now! Thanks

Subject: help
Posted by BlueThen on Sun, 20 Aug 2006 23:40:25 GMT
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Any way to fix this....

Subject: Re: help
Posted by bigwig992 on Mon, 21 Aug 2006 00:06:50 GMT
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Copy scripts.dll and scripts2.dll from your Renegade or A Path Beyond directory. Paste them in your mod package in a new folder called 'scripts'. Restart level edit.

File Attachments
1) scripts.JPG, downloaded 666 times

File Edit View Favorites Tools Help

Back ▾ Search Folders

Address D:\Westwood\A Path Beyond Go

File and Folder Tasks

- Move the selected items
- Copy the selected items
- Publish the selected items to the Web
- E-mail the selected items
- Delete the selected items

Other Places

- Westwood
- My Documents
- Shared Documents
- My Computer
- My Network Places

Details

Name ▲	Size	Type
Msseax2.m3d	69 KB	M3D File
Msseax.m3d	53 KB	M3D File
Mssfast.m3d	63 KB	M3D File
Notes	1 KB	Icon
patch	4 KB	Text Docume
Patch	26 KB	Microsoft Wo
patchget	104 KB	DAT File
patchw32	9 KB	LIB File
patchw32.dll	198 KB	Application E:
Readme	78 KB	Microsoft Wo
Red Alert A Path Beyond	1 KB	Internet Shor
renalert	5,271 KB	Application
Renegade.lcf	1 KB	LCF File
RenRem	60 KB	Application
Scripts2.dll	2,040 KB	Application E:
scripts.dll	952 KB	Application E:
secdrv	28 KB	System file
server	8 KB	Configuration
sysinfo	4 KB	Text Docume
uninst	159 KB	Application
WWConfig	992 KB	Application

d=0

Public Forums: Mod Forum ...

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Edit View Favorites Tools

Back ▾ Se

D:\Program Files\RenegadeP

e and Folder Tasks

- Make a new folder
- Publish this folder to the Web
- Share this folder

Other Places

- migtest
- My Documents
- Shared Documents
- My Computer
- My Network Places

Details

scripts
File Folder
Date Modified: Friday, June
2006, 2:27 PM

If you get

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Back Search Folders

Address D:\Program Files\RenegadePublicTools\LevelEdit\migtest

File and Folder Tasks

- Move the selected items
- Copy the selected items
- E-mail the selected items
- Delete the selected items

Other Places

- LevelEdit
- My Documents
- Shared Documents
- My Computer
- My Network Places

Details

ALWAYS

Characters

EditorCache

Levels

presets

scripts

Be a star   Warn Block

Contact :: Home ::.

d by: FUDforum 2.7.4RC1.
6 FUD Forum Bulletin Board Softw

Done

Subject: Re: help
Posted by Oblivion165 on Mon, 21 Aug 2006 04:02:03 GMT

I would suggest Jonwil's version of LevelEdit, that way you dont have to do that.

http://www.renhelp.net/index.php?load=Downloads&

Subject: Need dazzle help.
Posted by GrayWolf on Tue, 22 Aug 2006 02:07:42 GMT

Using dazzle how do I do that?

I know how to use dazzle but not how to change the color of it... its always white or red...
I want to make 2, 1green and 1blue...

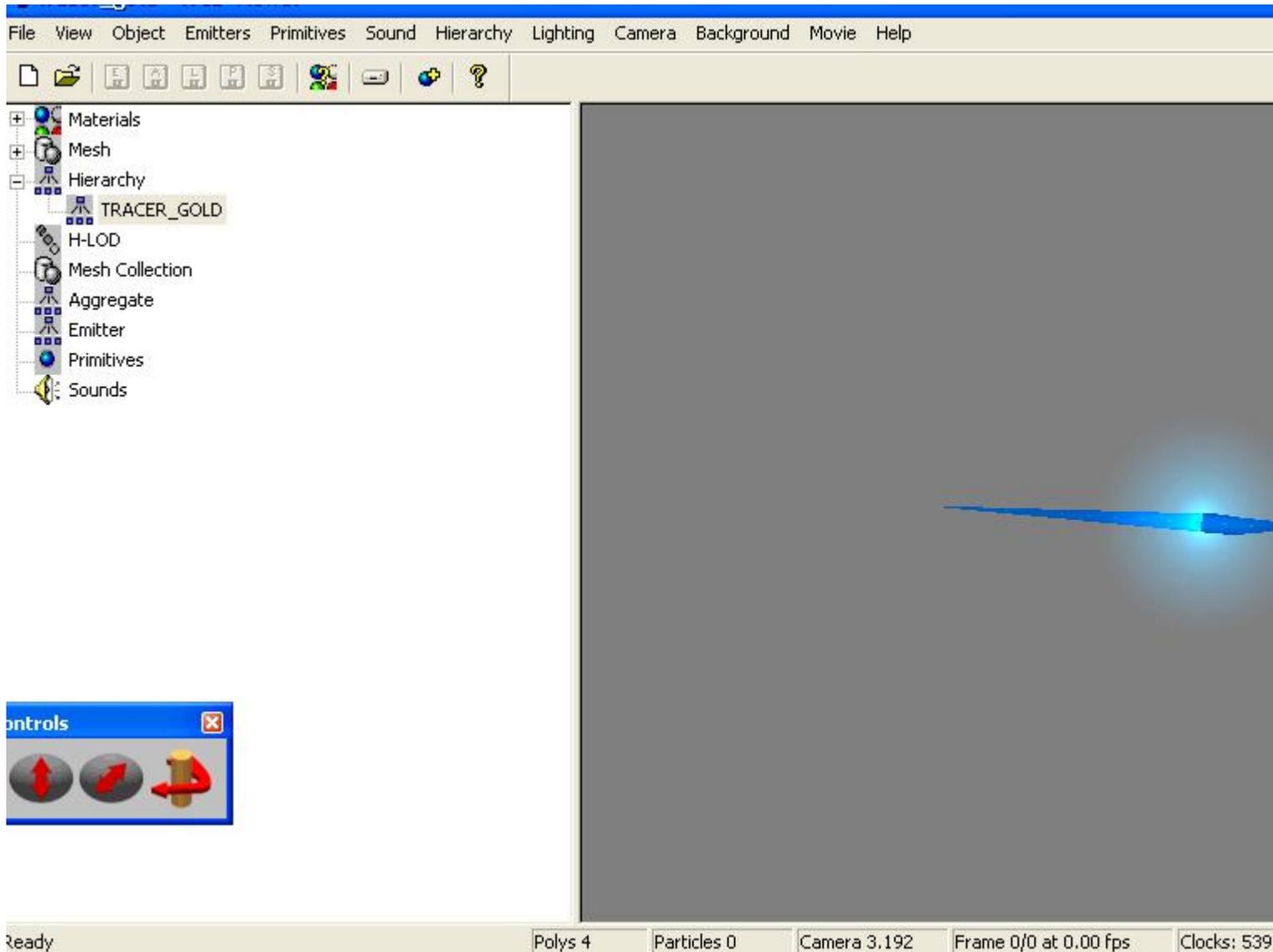Apparently they are Thiima ReGenesis bullets.

I just want to know how they changed the colors of the dazzle.... atleast I think they used dazzle.

Stickying for future reference.

File Attachments
1) 24.JPG, downloaded 3801 times

File View Object Emitters Primitives Sound Hierarchy Lighting Camera Background Movie Help

- Materials
- Mesh
- Hierarchy
  - TRACER_GOLD
- H-LOD
- Mesh Collection
- Aggregate
- Emitter
- Primitives
- Sounds

ontrols

Ready   Polys 4   Particles 0   Camera 3.192   Frame 0/0 at 0.00 fps   Clocks: 539

Subject: Re: Need dazzle help.
Posted by YSLMuffins on Tue, 22 Aug 2006 04:20:04 GMT
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First, extract dazzle.ini from the always.dat and copy it to your gmax\gamepacks\Westwood\Renx\plugins directory. Start up Renx, and in the w3d export options, when you choose dazzle, a box should open up just under the geometry options, allowing you to specify the dazzle times.

As far as customizations go, you'll have to modify the game to get more than the standard dazzle types.

Edit: The renhelp FAQ page, just as a reference for this.

Subject: Re: Common Level Edit Problems
Posted by YSLMuffins on Tue, 22 Aug 2006 04:23:42 GMT
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Please check the renhelp FAQ page!

Subject: Re: Frequently Asked Questions: Check here first!
Posted by Renx on Tue, 22 Aug 2006 04:38:50 GMT
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Subject: Re: Frequently Asked Questions: Check here first!
Posted by YSLMuffins on Wed, 23 Aug 2006 06:59:40 GMT
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Graywolf, I split your responses back to the main forum under the stickied stuff to keep it in a separate topic.

Everyone else, please feel ask small questions in this thread that isn't covered in the Renhelp FAQ! We'll all try to keep it organized so that it remains useful.

Subject: Easier time using 3D Studio Max.
Posted by Zion on Wed, 30 Aug 2006 17:33:57 GMT
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I know there's been a bit of a problem when exporting with the new "max2w3d" exporter, and it's mainly scaling issues. Well, thanks to me, you can now fix this.

Here's how to get it sorted:

1. Open max the usual way you would.
2. Click the Customize button at the top.
3. Select the Units Setup option.
4. Click the System Units Setup button in the new dialog.
5. In the new dialog, change "Centimeters" to "Meters".
6. Hit Ok.
7. And again.
8. And you're done, you can now scale models and terrain accurately.

I know this will make an easyer job for all those modders out there making the already brilliant game alot better.

Hope this helps.

Merovingian

Subject: Re: Easier time using 3D Studio Max.
Posted by LR01 on Thu, 31 Aug 2006 14:54:02 GMT
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Yes that will realy help me, thx

(IF I had 3ds max(lol))

Subject: Re: Easier time using 3D Studio Max.
Posted by YSLMuffins on Thu, 31 Aug 2006 16:09:27 GMT
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Merovingian, I'll merge this topic with the FAQ thread soon if you'd like. Just letting you know so that you don't think I randomly deleted your message.

Subject: Re: Easier time using 3D Studio Max.
Posted by Zion on Thu, 31 Aug 2006 17:17:52 GMT
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Do what you wish, as long as i know what exactally you have done.

Subject: Re: FAQ: Check here first!
Posted by YSLMuffins on Wed, 04 Oct 2006 00:09:59 GMT
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For the gmax corruption fix--if your gmax saved files are corrupted each time--or if you still need it, click here.

Subject: Re: FAQ: Check here first!
Posted by Zion on Sun, 07 Jan 2007 23:05:19 GMT
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The First Decade Registry Fix

In order to use the Renegade Public Tools 2 with The First Decade, follow this tutorial.

Subject: Re: FAQ: Check here first!
Posted by YSLMuffins on Wed, 17 Jan 2007 17:57:41 GMT

IWarriors wrote on Tue, 16 January 2007 06:08Visit this link to download the things you need

To make your maps, visit this link.

http://www.game-maps.net/index.php?action=category&id=91

1) Renegade Public Tools
2) Multiplayer Level Files
3) XCC Mixer 1.44 (or updated)
4) Scripts 2.9.2

The server stuff to host your maps, visit this link.

http://www.game-maps.net/index.php?action=category&id=100

1) Renegade Dedicated Server
2) server.dat patcher
3) Scripts 2.9.2

Download the scripts here http://www.game-maps.net/index.php?action=file&id=603

Learn how to use this stuff http://www.renhelp.net/

zunnie wrote on Wed, 17 January 2007 04:32I would get SSAOW 1.51, instead of scripts 2.9.2 which does not
support modding things serverside through objects.ddb etc. (292
will not load objects.aow in the data dir for example).

Download SSAOW 1.51 and use these dll's in your leveledit and on your
server as well.

This catagory contains roughly everything you need to start
mapping/modding for Renegade...

Subject: How to fix the 0 bug with packages
Posted by Jerad2142 on Fri, 10 Aug 2007 03:43:19 GMT

Okay, earlier today I was informed about something called the 0 bug, this is a bug that you play a mod and after you play it so long you become unable to damage any thing, about 1 year ago I found out what causes this, it is a mis match with the armor.ini files. Level editor gets armor.ini file from the always.dbs file, although this would work normally, level editor was made prior to Renegades patch, this patch creates a file called always2.dbs. In this file there is a newer version of armor.ini which contain several different damage warheads and armor types. When you export your mod package with this out of date armor.ini file contained in it you give it the zero bug. If the client shoots an object with the flame thrower it will be unable to find the warhead that is being called for in the armor file, after it is unable to do this, it disables your ability to damage anything. But if the host were to shoot something with the flame thrower, it will crash the game out to desktop, because Renegade will be unable to find the warhead, which it takes slightly more seriously on the hosts side. I suppose your credits go to zero because the game thinks you are cheating or something like that, if I recall correctly it will zero out your credits every time something is shot with a weapon that the warhead can not be found in level editor.

Luckily this is a problem with a very easy to fix solution, take any mix extracting tool,and extract all the .ini files in always2.dbs then place these .ini files in your level editor folder (you can also delete all the .ini files before exporting your mod but this prevents you from making any new warhead types).

So basically make sure that all your weapons warheads are actually listed and set up in the armor .ini and you will never see the 0 bug.

Note: Dazzle.ini was also changed so you should also place this in the "*mod package name*\ALWAYS\INI" folder along with the armor.ini

Oh fine I will make it even easier, the two files are now listed below:

File Attachments
1) armor.ini, downloaded 304 times
2) dazzle.ini, downloaded 319 times

Subject: Re: Frequently Asked Questions: Check here first!
Posted by IAmFenix on Sat, 01 Aug 2009 20:35:10 GMT

Renhelp.net is currently down, I just went there to check something and noticed it has been down since 7/29/2009.

Subject: Re: Frequently Asked Questions: Check here first!
Posted by Goztow on Sun, 02 Aug 2009 09:38:04 GMT

Check renegadehelp.net.

Subject: Re: Frequently Asked Questions: Check here first!
Posted by ErroR on Sun, 02 Aug 2009 10:58:47 GMT
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Goztow wrote on Sun, 02 August 2009 12:38Check renegadehelp.net.
it's worse than the older one :'(

Subject: Re: Frequently Asked Questions: Check here first!
Posted by Jerad2142 on Wed, 30 Sep 2009 21:46:57 GMT
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ErroR wrote on Sun, 02 August 2009 04:58Goztow wrote on Sun, 02 August 2009 12:38Check renegadehelp.net.
it's worse than the older one :'(
I actually liked the old one, this new one has a broken image link on its front page, its what we like to call "PHAIL!"

Plus they failed to port over any of the newer tutorials, and I really don't feel like remaking the few I made. And beings that no one else has either, and keeping in mind that site has been around for a while, I doubt they well.

Subject: Re: Frequently Asked Questions: Check here first!
Posted by Altzan on Wed, 30 Sep 2009 23:38:11 GMT
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Goztow wrote on Sun, 02 August 2009 04:38Check renegadehelp.net.

Heh, the uploader there still has his name attached to my tutorial as author (and others). Wonder when he'll get around to fixing those

---

Subject: Re: Frequently Asked Questions: Check here first!
Posted by Good-One-Driver on Thu, 01 Oct 2009 00:57:11 GMT
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ye half the tuts arnt there and most pics dont work and non of the downloads transfered

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Subject: Re: Frequently Asked Questions: Check here first!
Posted by Omar007 on Thu, 01 Oct 2009 12:00:38 GMT
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You can fix the downloads by clicking with your right mouse button on the link and save link as...

Then you change renhelp.net to renegadehelp.net in the link