Subject: Little problem with LevelEdit & HP
Posted by 0xFF on Tue, 26 Dec 2006 21:38:42 GMT
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Hello everyone,

I've got a little problem and maybe one of
you could give me a hint what mistake I'm making.

I wanted to make a few small modifications for Renegade.
One of the things I wanted to do was to make the Refinery
and the Barracks to withstand more damage than the other
Building.

I thought this would be an easy task ...
So I fired up LevelEdit and increased the Health points of
mp_GDI_Refinery and mp_Nod_Refinery (i also changed the MCTSkin
but that worked). After doing that I closed LevelEdit and put the objects.ddb in the \Data Directory
of Renegade and started a C&C game (Multiplayer Practice Mode).

The Problem: Though the HP of the Buildings was increased in Leveledit the Refinery/Barrack still
die as fast as any other building when attacked (tested with flame tank and light tank).
But when placing an Nuke Beacon in the Buildings they survive the nuclear strike with about 30%
health left.

This tells me that the increased Health works somewhat partly (building survives nuke but dies
like every other building when being attacked by conventional weapons like tanks, flamers...)

I'm really confused, any guesses how to fix that?

Thanks.

Subject: Re: Little problem with LevelEdit & HP
Posted by Goztow on Tue, 26 Dec 2006 22:42:05 GMT
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You Germans like using hexadecimals, right?

Subject: Re: Little problem with LevelEdit & HP
Posted by Zion on Wed, 27 Dec 2006 01:30:36 GMT
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That's not sufficient information. You need to work out how many shots it would take to destroy a

conventional building compared to the modified building(s). If it takes more then you have done it, if not, then you must have done something to the beacon.

Hint: Don't edit the MCTSkin, it'll drastically change how the building performs.

Subject: Re: Little problem with LevelEdit & HP
Posted by Veyrdite on Wed, 27 Dec 2006 06:07:54 GMT
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did you temp, mod or add the building controller?
temping only works for mixe s, and mixes are the only things affected by the file, as pkg s have their own in them(i think).

Subject: Re: Little problem with LevelEdit & HP
Posted by Spice on Wed, 27 Dec 2006 18:08:02 GMT
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Try exporting a package with the refinery on it and see if the health changes.
If not you edited the wrong value. If it does work, you simply can't change the building health like you're trying.

Subject: Re: Little problem with LevelEdit & HP
Posted by 0xFF on Wed, 27 Dec 2006 18:43:07 GMT
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I exported the package and export.txt shows:

Name   Preset ID Health HealthMax   ...
mp_GDI_Refinery 491540001 2000.000000 2000.000000 ...
mp_Nod_Refinery   ...

also I tried using the modified objects.dbb with a "clean" Renegade Installation and the result was the same (no success).

@Merovingian
While I haven't counted how many shot it takes to destroy
the refinery it takes 30 seconds of "flaming" (the same times as every other building).

@dthdealer
I used the mod buttons to do the changes and the copied the presets over to the \Data Directory of Renegade.

@Goztow
Well I can't tell you if the majority of Germans likes hexadecimals, but most people I know don't

like numbers at all (independent from the representation of the number)
from the representation of the number)

Subject: Re: Little problem with LevelEdit & HP
Posted by Jerad2142 on Thu, 28 Dec 2006 05:45:54 GMT
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Try placing new building controllers on the map (I found in the past that old building controllers will not update if you just save).

Subject: Re: Little problem with LevelEdit & HP
Posted by 0xFF on Fri, 29 Dec 2006 09:45:06 GMT
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@Jerad2142
Actually I don't want to make a map, I want to change the properties of the buildings on the existing maps.
 I thought the properties of the Objects (Buildings) on the map would be overwritten by those of the objects.dbb (if the file is placed in the Data Directory). Or?

Subject: Re: Little problem with LevelEdit & HP
Posted by Theboom69 on Fri, 29 Dec 2006 12:23:27 GMT
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What your having problem's with is objects.ddb will not over ride the seting's of it that is set by the ppl that made the game.

U will have to save it as a .pkg or .mix other wise u wont get it.

www.renhelp.net find one of the Tut to export it as .mix.

I know im right cus i just tryed the same thing and it didnt work.