Subject: Help!?!
Posted by PunkeD on Fri, 19 Jan 2007 14:07:34 GMT
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Hi, I don't know about modding and i don't really want to take ages in finding out how to make what i want ,
Yes I'm kind of lazy but i'll give anything a go.

I've just got a sniper server running and i want to have unlimited ammo along with the TIB not affecting you when you walk over it. I bet some of this will be easy to most of you so it shouldn't be a problem in changing>making it

Thanks for your time PunkeD

Subject: Re: Help!?!
Posted by TD on Fri, 19 Jan 2007 14:29:29 GMT
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They can be done in LevelEdit:
- Rename your server objects.aow to objects.ddb
- Open these objects.ddb in LevelEdit
- Edit the values you want for the sniper weapon and general tiberium settings
- Save the objects.ddb file
- Rename it back to objects.aow
- Put it back in the server data folder
- Restart your server

And remember, ALWAYS backup files that you change.

For more detailed LevelEdit usage, you could search for topics in this forum, or that RenHelp website (someone give him that website, I forgot the link).

Subject: Re: Help!?!
Posted by Jerad2142 on Fri, 19 Jan 2007 16:08:54 GMT
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As for the Tiberium settings you will have to modify the "surfaceeffects.ini" which will be located in the always/ini directory of you mod folder.

Quote:- Rename your server objects.aow to objects.ddb
Only if you renamed it in the first place.

Quote:- Open these objects.ddb in LevelEdit
It should open it automatically.

Quote:- Edit the values you want for the sniper weapon and general tiberium settings

Quote:- Save the objects.ddb file
Just go and quit out of level edit, and it should ask you if you would like to save.

Quote:- Rename it back to objects.aow
Only if you did step one.

Quote:- Put it back in the server data folder
If its a .pkg you won't do this .

File Attachments
1) Damage.png, downloaded 388 times

```
;                          Surface Damage Stats
;********************************************************************************
;
[Damage_Warhead]
Tiberium Field=TiberiumRaw
Tiberium Water=TiberiumRaw
Tiberium Water Permeable=TiberiumRaw
Underwater Tiberium Dirt=TiberiumRaw


[Damage_Rate]
Tiberium Field=5.0
Tiberium Water=5.0
Tiberium Water Permeable=5.0
Underwater Tiberium Dirt=5.0



; ******************************************************************************
;                              Footsteps
;
;        Footstep Crouched
;        Footstep Jump
;        Footstep Land
;        Footstep Run
;        Footstep Walk
;
; ******************************************************************************

;------------------------- Cloth

[Cloth_Footstep Crouched]
Sound0=Crawl on Stone Twiddler
Emitter0=e_rock

[Cloth_Footstep Jump]

[Cloth_Footstep Land]

[Cloth_Footstep Run]
Sound0=Run on Stone Twiddler
Emitter0=e_rock

[Cloth_Footstep Walk]
Sound0=Walk on Stone Twiddler
Emitter0=e_rock

;------------------------- Cloth Permeable

[Cloth Permeable_Footstep Crouched]

[Cloth Permeable_Footstep Jump]
```
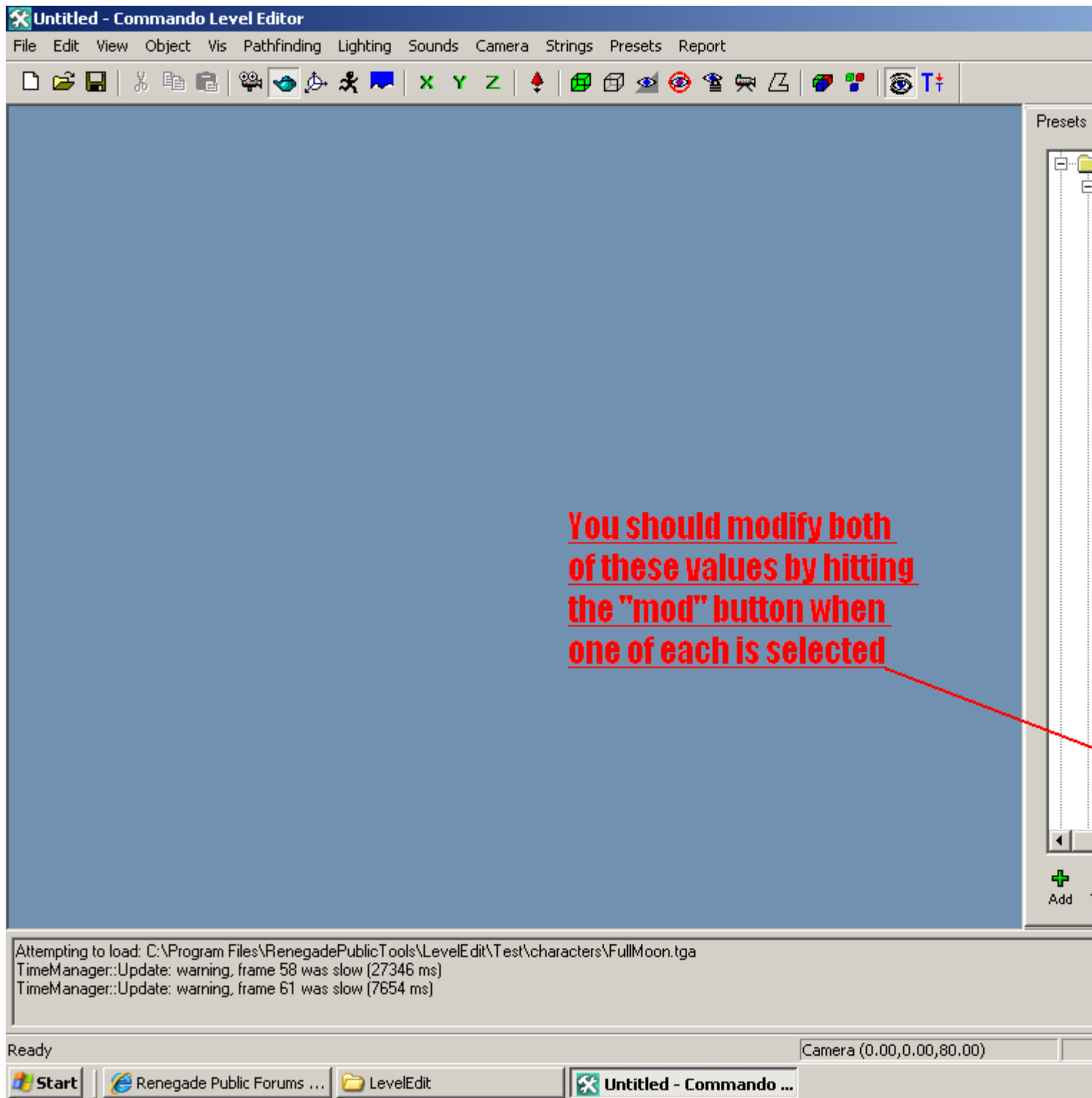
What Type of damage Warhead to use

How much damage per second to do

2) LevelEditStuff.png, downloaded 372 times

You should modify both of these values by hitting the "mod" button when one of each is selected

Subject: Re: Help!?!
Posted by Di3HardNL on Fri, 19 Jan 2007 21:00:23 GMT
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Hai i need setup file from LevelEdit to, but its hard to find the good one on the internet, Can u upload it ?

Thnx ,
Di3

Subject: Re: Help!?!
Posted by Jerad2142 on Fri, 19 Jan 2007 21:44:15 GMT
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He is a site with Gmax and level editor:
http://www.game-maps.net/index.php?action=category&id=91

Subject: Re: Help!?!
Posted by Di3HardNL on Fri, 19 Jan 2007 22:18:16 GMT
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oh lol i found out its in the renegade tools, i already had them, but thnx anyway this forums seems to be much more improved in making skins/modding other stuff then the forum i used to be on.