
Subject: Modding Crates

Posted by [bgkill007](#) on Sat, 27 Jan 2007 10:23:48 GMT

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Hi the topic post kinda says it all, as some of u no im making an inf mod and the next stage i want to do is change the crates around to do different things, like say for example the stealth suit crate, instead of affecting one person it affects everyone on your team. Or making different crates do different things. Could anyone give me a tutorial/link/ or detailed explanation about how i would go bout doing that please?

Subject: Re: Modding Crates

Posted by [Whitedragon](#) on Sat, 27 Jan 2007 10:28:41 GMT

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Do you know C++? You will have to edit the SSAOW source code to do this.

Subject: Re: Modding Crates

Posted by [bgkill007](#) on Sat, 27 Jan 2007 10:34:13 GMT

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haha o, i have no clue, so i guess modding crates is out of the question

Subject: Re: Modding Crates

Posted by [zunnie](#) on Sat, 27 Jan 2007 17:00:33 GMT

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bgkill007 wrote on Sat, 27 January 2007 05:34haha o, i have no clue, so i guess modding crates is out of the question

Not exactly, you can copy the objects.aow from SSAOW to your Leveledit\Moddir\presets folder and rename it to objects.ddb once there.

Start leveledit with your mod and goto

Object->Powerup->Soldier Powerups->Upgrade Powerups

here you can mod a dozen or so powerups which are not used in renegade multiplayer at all.

With existing scripts that come with SSAOW you can add scripts to them which will (for example but not limited to) change a players character when they pickup the powerup.

Add JFW_Change_Character_Powerup on the scripts tab to do this.

Make sure btw that you mod these powerups and check "Always

Allow Grant" or nobody will be able to pick it up.
Also dont forget to rename objects.ddb back to objects.aow and copy it to the server data folder, and always make a copy of the new objects.aow when something you changed is working, then if you fuxup something in the future which causes crashes you can revert fast n easy..

Subject: Re: Modding Crates
Posted by [Jerad2142](#) on Sat, 27 Jan 2007 17:29:47 GMT
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There is another way it could be done but I will have to explain it later.
