Subject: RELLY NEED HELP!!!!!
Posted by FireRescue343 on Sun, 18 Feb 2007 03:04:51 GMT
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i know i already asked this but no one is aswering somone PLS tell me how to add a banshee mod to renegade, : i have no idea how?!?!?!?!?!?!?!?

Subject: Re: RELLY NEED HELP!!!!!
Posted by Zion on Sun, 18 Feb 2007 13:57:05 GMT
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Add the w3d file to the level edit preset and create your own vehicle from it.

I hope you know how to rig models and get them ingame.

Subject: Re: RELLY NEED HELP!!!!!
Posted by FireRescue343 on Sun, 18 Feb 2007 15:38:02 GMT
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where is the w3d file and how do i rig things?

Subject: Re: RELLY NEED HELP!!!!!
Posted by FireRescue343 on Sun, 18 Feb 2007 16:29:33 GMT
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i downloaded it from cnc-source.com
http://www.cnc-source.com/files/pafiledb.php?action=file&id=283

Subject: Re: RELLY NEED HELP!!!!!
Posted by Zion on Sun, 18 Feb 2007 21:14:05 GMT
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royal to the brotherhood wrote on Sun, 18 February 2007 16:29i downloaded it from cnc-source.com http://www.cnc-source.com/files/pafiledb.php?action=file&id=283

Good job.

Subject: Re: RELLY NEED HELP!!!!!
Posted by FireRescue343 on Mon, 19 Feb 2007 00:36:20 GMT

tell me i HAVE NO IDEA.!!!

Subject: Re: RELLY NEED HELP!!!!!
Posted by FireRescue343 on Mon, 19 Feb 2007 00:40:05 GMT

i have two w3d files and i have no idea what a level edit preset is

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Subject: Re: RELLY NEED HELP!!!!!
Posted by Jerad2142 on Mon, 19 Feb 2007 02:35:56 GMT

You need level editor for almost any modding (excluding scripting, and air drop cinematics).

Subject: Re: RELLY NEED HELP!!!!!
Posted by Zion on Mon, 19 Feb 2007 08:20:06 GMT

See.

Here i'll help you. Here's the Level Edit tools we're talking about. Also, here's a tutorial site for you to follow along with.

Subject: Re: RELLY NEED HELP!!!!!
Posted by GEORGE ZIMMER on Mon, 19 Feb 2007 11:45:29 GMT

Yeah. Renhelp is your friend . Also, number one way to be called a n00b in mod forums: Have your topic name be "OMG NEED HELP PLZ".

Subject: Re: RELLY NEED HELP!!!!!
Posted by FireRescue343 on Mon, 19 Feb 2007 12:42:27 GMT

lol, the only reason i did that was no one was answering my original one called "adding a mod" so i just said that to make SURE somone could see it.

Subject: Re: RELLY NEED HELP!!!!!
Posted by FireRescue343 on Mon, 19 Feb 2007 18:17:51 GMT
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ALL I WANT TO KNOW IS HOW TO PUT THAT MOD INTO MY GAME IM NOT MAKING IT, IT
IS MADE ALREADY HOW do i put it into ren? sorry for caps i just reallized that>

Subject: Re: RELLY NEED HELP!!!!!
Posted by u6795 on Mon, 19 Feb 2007 18:20:37 GMT
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You're a moron. They've listed websites and tools to help you do it, they've even told you
everything you need to know and shown you links to stuff you don't know.

Stop screaming, and read the replies in your own fucking thread.

Also, you could have backspaced what you wrote and typed it again without caps lock.

+ >9000 Retard Reputation

Subject: Re: RELLY NEED HELP!!!!!
Posted by FireRescue343 on Mon, 19 Feb 2007 22:36:11 GMT
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dude u dont have to say rude things just because i dont understand what im doing

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Subject: Re: RELLY NEED HELP!!!!!
Posted by Jerad2142 on Tue, 20 Feb 2007 18:49:30 GMT
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Number one call it changing the model (a mod is like renalert, or Reborn, etc (it can also be any
type of modification, if you are to lazy to type out the whole word). You probably should have
named the tread changing a model therefore).
When I get home I well post a screen shot that shows you how to do it. That will be in about two
hours.

Subject: Re: RELLY NEED HELP!!!!!
Posted by u6795 on Tue, 20 Feb 2007 20:30:26 GMT
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royal to the brotherhood wrote on Mon, 19 February 2007 17:36dude u dont have to say rude
things just because i dont understand what im doing

They told you how to do what you're doing but you pretty much ignored it and kept whining

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Subject: Re: RELLY NEED HELP!!!!!
Posted by GEORGE ZIMMER on Wed, 21 Feb 2007 17:03:50 GMT
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lol. Yeah, I agree with u6. They told you how to do it, gave you sites, and everything. Jerad shouldn't even have to tell you. It's simple.

1: Download the model you need (Aswell as the textures, etc, all the stuff it would come with)

2: Go to your level edit folder

3: Go to your mod's folder in the level edit folder

4: Go to "Editor cache"

5: Put all the files the model came with in there

6: Open up level edit, select your map/mod

7: Go to the presets list

8: Go to "Objects"

9: Go to "Vehicle"

10: Find a vehicle similer to what you want. Seeing as how you want a banshee ingame, find the "GDI Orca" preset.

11: Select the GDI Orca preset (Presets>Objects>Vehicle>GDI vehicles>GDI orca>CnC_GDI_Orca), and click "Temp" (Clicking "add" is if you're a moron and want to mess up your .mix map or have 0 bug on your .pkg map).

12: Name it whatever you want. For example, name it "Nod_Banshee" or something. It doesn't really matter because it doesn't show up ingame, it's just for level edit use. Just so long as you can recognize it's the banshee, it doesn't matter what it's named.

13: Go to "Physics model", and find "ModelName". Click the little folder icon, and then go to your level edit folder, then your mod's folder, then your editor cache, and find the main .w3d file that you (should have) put in your editor cache.

14: Here you can mess around with the settings, like how fast it goes, etc. You'll have to have some knowlage of what they do, though.

15: If you want it to be purchaseable, you'll have to go to Presets>Global Settings>Purchase Settings

And choose either "Vehicles (GDI)" or "Vehicles (Nod)". I'm sure you want "Vehicles (Nod)" seeing as how the Banshee is usually a Nod thing.

16: Click "Mod" on the vehicle purchase list you chose in the previous step.

17: Find an empty spot you want the banshee to be purchased from.

18: Put the name you want (This DOES matter, as it will show up on the PT list), the cost, and the PT texture (Don't know where you can get this from, so good luck finding it).

19: Select the "Object" thing (Click that button that has like yellow, red, and green boxes), and find where the preset was you made for the banshee. This is why I said it's a good idea to name it something you'll recognize the preset as the banshee.

20: Click "Ok" once you've selected it. Then click "Ok" for the Vehicle Purchase list window.

21: Complete your modification with whatever else you want in it, then export it to ren as a .pkg or .mix (Theres a tutorial on renhelp on how you can make .mix's).

22: Done!

That SHOULD tell you how to put vehicles in. If you have any questions, please hesitate to ask, because you should have known how to do this anyway if you bothered to read RenHelp like the FAQ sticky suggests or like we've suggested.

Subject: Re: RELLY NEED HELP!!!!!
Posted by Jerad2142 on Wed, 21 Feb 2007 17:39:25 GMT
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Thanks Cabal, my Internet was messed up last night when I got home, and I could not get on to post the picture. Oh, looks like "royal to the brotherhood" sent me a annoying PM to help remind me to make my post (as if anyone could forget with him starting a new topic for the same thing every time there was not reply in a day).

Looks like Cabal covered it pretty well so I won't even bother making those pictures, but if you still don't understand something I will be glad to help out. Just do not flood my PM folder with PMs to help you.

Subject: Re: RELLY NEED HELP!!!!!
Posted by FireRescue343 on Wed, 21 Feb 2007 20:40:21 GMT
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ty cobal. i was not asking i was only saying thanks for helping me it was not to remind you i was

not trying to annoy you, sorry if i did

Subject: Re: RELLY NEED HELP!!!!!
Posted by FireRescue343 on Wed, 21 Feb 2007 20:44:36 GMT
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i know i have been really annoying but one last thing im clear on everything else, where is the level edit folder?

Subject: Re: RELLY NEED HELP!!!!!
Posted by FireRescue343 on Wed, 21 Feb 2007 20:45:47 GMT
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nvm nvm ty i understand EVERYTHING this time

Subject: Re: RELLY NEED HELP!!!!!
Posted by reborn on Wed, 21 Feb 2007 21:00:49 GMT
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After you have downloaded and installed level edit you start it for the first time.
It will prompt you to choose a mod package. But your screen will be blank.. you need to create a new one to populate this screen.
Say you call your new mod package "NewVehichles" then inside the level edit directory a folder will be created called "NewVehichles".
This is the folder he means.

I am at work and cant rememeber the exact path, but if you look inside your progams folder there will be a folder called renegade tools, inside there you will find a level edit folder, and inside that folder there will be one called "NewVehichles", now iside there there will be a folder called "Editor cache".

Now for some advice:

When posting, dont post three times one after the other. You look really stupid.
I noticed you wrote one post in caps lock, then couldn't be bothered to go back and correct it.
People dont like this type of attitude.. If you cant be bothered to go back and make it look nice, then why do you think people can be bothered to take there time and tell you ow to do what you want.
You need to take more care and time when posting and be patient, otherwise people will just assume you are a 12 year dumb mother fucker and not waste there time helping you.

Subject: Re: RELLY NEED HELP!!!!!
Posted by FireRescue343 on Wed, 21 Feb 2007 21:24:01 GMT
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one thing reborn, what do u do to get it to the mod package thing when your going to host a game
or how ever you do it.

Subject: Re: RELLY NEED HELP!!!!!
Posted by FireRescue343 on Wed, 21 Feb 2007 21:26:08 GMT
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ya im not 12 im older but i got a bit uhh um to anxesious

Subject: Re: RELLY NEED HELP!!!!!
Posted by Jerad2142 on Thu, 22 Feb 2007 03:46:05 GMT
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You must have the 1.37 (I think its that or else its 1.037) patched version of Renegade. Then
there will be a drop down list on the LAN screen where you choose the maps. Drop this list down
and your mod should be located there.

Subject: Re: RELLY NEED HELP!!!!!
Posted by FireRescue343 on Thu, 22 Feb 2007 11:55:39 GMT
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ya i know but my mod never appears, i ment which button in level editor like when you bring down
file and export mod package i try that and other buttons that say that but it never appears in my
mod list.

Subject: Re: RELLY NEED HELP!!!!!
Posted by reborn on Thu, 22 Feb 2007 12:42:29 GMT
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When you have made the mod and done all your changes in level edit you go to "File", then you
will see something that says "export mod package".
It will then prompt you to "save as", and you can browse to wherever you would like to save your
mod. You should end up with a file called "NewVehichles.pkg".
This is the mod you need to host in the manor that jerad told you.
You will also need to have a copy of the mod in your renegade data folder to be able to join the
server yourself.

Subject: Re: RELLY NEED HELP!!!!!
Posted by Jerad2142 on Thu, 22 Feb 2007 18:43:42 GMT
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Make sure it exports to the Renegade Data folder (it should by default, but if you installed Renegade from decade it is a completely different story.

Subject: Re: RELLY NEED HELP!!!!!
Posted by FireRescue343 on Thu, 22 Feb 2007 20:40:13 GMT
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well, ya its kinda from decade what do i do

Subject: Re: RELLY NEED HELP!!!!!
Posted by Jerad2142 on Thu, 22 Feb 2007 21:30:17 GMT
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There is a topic somewhere on this form that talks about changing level editor's registry files, I would explain more in depth but I have to leave for work. But just search for the first decade (or something) in these forms and you should be able to find it. If not I will help you when I get home (in 7 hours and 30 minutes) or perhaps someone else will help you.

Subject: Re: RELLY NEED HELP!!!!!
Posted by Jerad2142 on Sat, 24 Feb 2007 23:16:06 GMT
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Sorry I forgot all about this.
Okay so first click the start menu, click on "run" and type in "regedit", press enter.
Then click on the following in there correct order (only if they are not already open).
My Computer
HKEY_Current_User
Software
Westwood Studios
LevelEdit
Config
Then on the right side double click on the name "Last Export Dir" And change it to
"C:\Program Files\EA Games\Command & Conquer The First Decade\Renegade\Data"
That should be all. If this doesn't work we can try something else, but just to warn you it is more complicated.

Subject: Re: RELLY NEED HELP!!!!!
Posted by FireRescue343 on Sun, 25 Feb 2007 02:42:57 GMT

im sorry for everything but more bad things keep happining, well first i tried it on plain old ren but the mod i sent to it was a map, i loaded it and i was no where and i just kept falling, is there a way to load the banshee mod to decade(which i know how to know) with just being the mod itself or do u have to make a map for it to and load it from there, after this il be mostly done so u dont have to take my annoyance much longer lol

---

Subject: Re: RELLY NEED HELP!!!!!
Posted by Jerad2142 on Mon, 26 Feb 2007 02:55:19 GMT

Move the mod to the first decade renegade data folder.

Subject: Re: RELLY NEED HELP!!!!!
Posted by FireRescue343 on Mon, 26 Feb 2007 12:29:34 GMT

will it be a map?

Subject: Re: RELLY NEED HELP!!!!!
Posted by Gen_Blacky on Mon, 26 Feb 2007 14:44:44 GMT

"royal to the brotherhood"

You need to explore level edit and figure out how it works before you ask any questions.

Subject: Re: RELLY NEED HELP!!!!!
Posted by Jerad2142 on Mon, 26 Feb 2007 18:41:48 GMT

The map will be contained inside the .pkg (mod), (to export it as a .mix you will need jonwil's level editor).

Subject: Re: RELLY NEED HELP!!!!!
Posted by Gen_Blacky on Mon, 26 Feb 2007 23:33:35 GMT

you dont jonwils editor, you can just use renegadEX but for him its whould be easier

Subject: Re: RELLY NEED HELP!!!!!
Posted by FireRescue343 on Tue, 27 Feb 2007 02:21:06 GMT
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also renX does not work on my computer.

Subject: Re: RELLY NEED HELP!!!!!
Posted by Jerad2142 on Tue, 27 Feb 2007 06:50:18 GMT
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Gen_Blacky wrote on Mon, 26 February 2007 16:33you dont jonwils editor, you can just use renegadEX but for him its whould be easier
Please don't suggest things if your not going to explain them (don't want any other extra questions).

Subject: Re: RELLY NEED HELP!!!!!
Posted by FireRescue343 on Tue, 27 Feb 2007 11:32:17 GMT
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i think thats all i need to know, if i have any further questions is it ok it i pm u(i wont flood pm folder) jerad