
Subject: Beginner

Posted by [_SSnipe_](#) on Sun, 13 May 2007 06:44:47 GMT

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Hello im joe and i have a small server that I have created but is not up until I finish making the mods i need...

I want for my server is when people join they can run faster
can buy ssm launchers and can fall from high places without losing damage also put more speed into the tanks and thats all for now

i learn that leveledit can make that into an objects.ddb then i can rename it to objects.aow and for every map it will change it to what i type above is that all true?
and how do i learn how to work leveledit?

and how can i edit a lvl file like snow.lvl and add a agt and ob and when people join my serv they only need there snow.mix file they don't need no new map just the map that came with ren but when they load it up on my serv it has new stuff along with the changes i typed above? how do i do it?

Subject: Re: Beginner

Posted by [Sn1per74*](#) on Sun, 13 May 2007 14:36:42 GMT

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For the objects.aow you need to edit the presets in level edit. The falling damage and speed of soldiers will be under Global Settings> General> General. Hilight General by clicking once with your mouse. A new window will come up. Click the settings tab. You will see the SoldierWalkSpeed and FallingDamageMax(orMin)Distance. Change these to where your little heart desires. Save the mod. Next, close Level Edit. Go to C:\Program Files\RenegadePublicTools\LevelEdit\~Yourmodsnamehere~\presets. Copy the objects.ddb and put it either in your game folder (C:\Westwood\Renegade\Data) OR if you are running the dedicated server put it in your server folder (C:\Westwood\RenegadeFDS\Data I think it is). If you put it in the Dedicated server folder then you need to change the file type to objects.aow! If you put it in the game folder as objects.ddb and start a server people will get 0 bug(A bug that makes everyone get 0 credits and can't give damage.)

Subject: Re: Beginner

Posted by [_SSnipe_](#) on Sun, 13 May 2007 20:00:40 GMT

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ty but also some server i have seen have been edited like one server

on islands they had advance guard towers and like new walls and etc
and it was the basic C&C_islands.mix and it had new things and i didnt even had to download no new map or nothing how you do that?

Subject: Re: Beginner
Posted by [Sn1per74*](#) on Mon, 14 May 2007 01:14:10 GMT
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You can add objects and ONLY objects to the map. They will be under the "Objects" Tab in LE. I'd suggest getting the .lvl files from ftp.westwood.com putting in what you want and saving the map to your C:\Westwood\Renegade(FDS)\Data.

Subject: Re: Beginner
Posted by [_SSnipe_](#) on Mon, 14 May 2007 02:22:25 GMT
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also i understand what you mean but im new at this and having trouble saving it adding things and etc where can i learn basics to advance i wanna make the mod like the speed and can i also replace like tanks like for a harv replace it with a another tank and raise its speed can i do that 2?

Subject: Re: Beginner
Posted by [GrayWolf](#) on Mon, 14 May 2007 03:19:15 GMT
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You can change it's speed and stuff like that but there is not a speed setting... you change the amount of engine torque and gear ratios.

Subject: Re: Beginner
Posted by [_SSnipe_](#) on Mon, 14 May 2007 04:04:59 GMT
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but can i like replace the harc with like a tank but it still does its job?

Subject: Re: Beginner
Posted by [AoBfrost](#) on Mon, 14 May 2007 19:20:05 GMT
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Only way I can think is to look for a ssm icon for the purchase terminal and make each map able to purchase ssm, my friend made a mod in scripts.dll where you type !gra playername vehiclename like "!gra frost mamy" and a mammoth tank would spawn, you could stack them too! the default handling of ssm though is very fast and clicking makes it blow up.....huge explosion, much more damaging then a nuke or ion cannon, the ssm's explosion whether from being destroyed or player detonating it, it can kill a harvy and mamy in 1 shot.

Subject: Re: Beginner
Posted by [_SSnipe_](#) on Mon, 14 May 2007 20:14:17 GMT
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ya i seen something like that before i want a script like that but i didn't plan on making them because i dont know how

Subject: Re: Beginner
Posted by [AoBfrost](#) on Mon, 14 May 2007 22:14:02 GMT
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Just use level editor and each map on your cyclce, edit the purchase terminals and place ssm launcher on there, look for a ssm vehicle purchase icon in always.dat or just set the icon as any vehicle and make it say "SSM Launcher" or if you wanna try something else, use sniper074's ssm and recon mod, it works good.

Subject: Re: Beginner
Posted by [_SSnipe_](#) on Tue, 15 May 2007 02:09:44 GMT
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always.dat? how i edit that

Subject: Re: Beginner
Posted by [Zion](#) on Tue, 15 May 2007 15:41:30 GMT
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XCC Mixer/RenegadeEx

Subject: Re: Beginner
Posted by [AoBfrost](#) on Tue, 15 May 2007 16:39:49 GMT
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Google XCC Mixer and click their offical site, then click downloads and look for XCC Tools. Start up the mixer which can edit mix files and .dat files, all you want right now is always.dat. WHen first opening XCC mixer, it is very slow in loading, so let it sit there "lucked up" for 2-3 minutes, even on my super computer is took 2 minutes just to load XCC mixer for the first time, otherwise each and every other time, it loads instantly, I think it scans or sets up files...meh meh meh.....but it works good.

Your best bet is to use sniper74's ssm and recon mod that lets you purchase recons and ssm launchers.
