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Subject: Single Player Maps

Posted by [\\_SSnipe\\_](#) on Sun, 03 Jun 2007 22:21:02 GMT

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i edited some single player lvl files and when i run my serv to test them it just keeps restarting and idk why

also it still crashes when adding wep spawns

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Subject: Re: Single Player Maps

Posted by [Zion](#) on Sun, 03 Jun 2007 23:01:43 GMT

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Nice explanation of what you've actually done. It really got to the point(!).

I know the answer, Tell us what you're doing exactly and we may be able to pinpoint a solution to your issue.

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Subject: Re: Single Player Maps

Posted by [BlueThen](#) on Sun, 03 Jun 2007 23:16:03 GMT

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Did you try and play them as .lvl, .mix, or .pkg?

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Subject: Re: Single Player Maps

Posted by [\\_SSnipe\\_](#) on Mon, 04 Jun 2007 00:22:56 GMT

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i have edited the map from leveledit and added a red wall blocker and a few wep spawns and this <http://renhelp.net/index.php?mod=Tutorials&action=view&id=38>

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Subject: Re: Single Player Maps

Posted by [\\_SSnipe\\_](#) on Mon, 04 Jun 2007 00:41:45 GMT

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no it loads up on the renegademaster server then when saying loading map blank % it restarts over and over

---

---

Subject: Re: Single Player Maps

Posted by [Zion](#) on Mon, 04 Jun 2007 07:43:27 GMT

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you load the .idd with the original map. You do not load any other file unless it is required. TBH If you can't get this to work, don't attempt again unless you fully understand how it works.

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Subject: Re: Single Player Maps  
Posted by [\\_SSnipe\\_](#) on Mon, 04 Jun 2007 07:47:42 GMT  
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ok now im confused can u guys explain it a little more i thought u just do the same thing as in the multplayer lvl files but dont add that lsd file

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Subject: Re: Single Player Maps  
Posted by [Zion](#) on Mon, 04 Jun 2007 09:29:44 GMT  
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Don't add the lvl file either, or <mapname>.ddb unless you temped new presets. The only file you need is <mapname>.idd and the original .mix file already in the server, then load the .mix map. The new .idd file overrides the one already in the .mix package and will load your mod with it. You don't need any other file unless you need it.

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Subject: Re: Single Player Maps  
Posted by [\\_SSnipe\\_](#) on Mon, 04 Jun 2007 10:30:20 GMT  
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every time u wanna do something with the presents do u have to make them a temp so lets say if i made a copy of the nod turret for something do i click add or temp?

---

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Subject: Re: Single Player Maps  
Posted by [Sn1per74\\*](#) on Mon, 04 Jun 2007 13:31:03 GMT  
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When I edited maps I didn't delete anything from XCC mixer I just saved my map from level edit straight to my data folder, and it worked perfectly.

---

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Subject: Re: Single Player Maps  
Posted by [Zion](#) on Mon, 04 Jun 2007 15:27:45 GMT  
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For serverside mods i've heard people say you should always always always temp presets, but i've added them personally and they've worked fine. You may only use presets from the Objects

---

preset branch (some others do work but Tiles for one do not). You have to place the .ldd file and the original .mix file in the Data folder of your server, then place the .mix map into the rotation to load the map.

A tip for creating serverside maps: Save often. this includes exporting to .ldd and testing it in the server. Level Edit is a very unstable program and if you've done alot then make something new it may crash and you loose all your work (i have many projects that i just couldn't be bothered completing because i lost so much due to a crash). When you add an experimental something into the map, test it to make sure it works.

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Subject: Re: Single Player Maps  
Posted by [\\_SSnipe\\_](#) on Tue, 05 Jun 2007 04:49:02 GMT  
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so u think i should try to use only temps for once?

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Subject: Re: Single Player Maps  
Posted by [\\_SSnipe\\_](#) on Tue, 05 Jun 2007 05:54:19 GMT  
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when u map a coop serv with single player maps is it running of an aow serv?

---

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Subject: Re: Single Player Maps  
Posted by [Dave Anderson](#) on Tue, 05 Jun 2007 06:14:52 GMT  
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Dude... In the last 3-4 pages you have created 22 topics. Please, visit RenHelp and read the tutorials until your eyes fall out. If you don't understand it, read it again. If you fail to understand it after your eyes fall out, then maybe you shouldn't bother.

Seriously though, you need to keep your questions to one topic, and don't ask so many questions at once. Wait until your previous questions are answered before asking new ones. You're going to aggravate the folks here like you have me, and they will fail to provide help for you, and instead will just flame you. I'm not trying to be mean, but you seriously need to control yourself more when clicking the new topic button and asking so many questions.

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Subject: Re: Single Player Maps  
Posted by [\\_SSnipe\\_](#) on Tue, 05 Jun 2007 06:25:04 GMT  
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i do look at renhelp alot but not all questions are on there and i ask questions but when people stop asking them thats when i start a new topic

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Subject: Re: Single Player Maps  
Posted by [reborn](#) on Tue, 05 Jun 2007 08:24:15 GMT  
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---

Your server is crashing because you are adding the wrong type of weapon spawns. Although they look the same, infact they look identicle because they use the same model.

But I had a similar experinace with weapon spawns. I found many different ways of adding them, but basically there are three different effects.

- a) it doesn't show up on the map
- b) server keeps crashing and restarting on map load
- c) works fine

If you are getting a or b then you are on the right track (because you are creating the modified map correctly), however you are just spawning the wrong type of weapon powerup.

Don't start messing around with temping presets. Do it the way I told you with "make" and just using the .lsd and .ldd files.

For what you are doing temping isn't necessary and just will add confusion.

Also, there isn't any difference in editing the single player maps server side to how you do it for multiplayer maps. You are just getting confused.

It has been nearly 18 months (i think) since I added a weapon spawns to a map using level edit, so I can't tell you off the top of my head which ones are fine to add. But I will research it for you and show an example later.

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Subject: Re: Single Player Maps  
Posted by [\\_SSnipe\\_](#) on Tue, 05 Jun 2007 09:16:03 GMT  
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im doing the same thing as on renhelp  
but i get number 2

---

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Subject: Re: Single Player Maps  
Posted by [reborn](#) on Tue, 05 Jun 2007 09:24:52 GMT  
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joe937465 wrote on Tue, 05 June 2007 05:16im doing the same thing as on renhelp  
but i get number 2

OK, I will make a tutorial on how to make weapon spawns server side on amap using level edit. I can't do this now, I am at work. But I will at some point this week, hopefully tonight.

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Subject: Re: Single Player Maps  
Posted by [Oblivion165](#) on Tue, 05 Jun 2007 10:08:29 GMT  
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If possible a video tutorial

I'm really trying to get more on there but if not that is ok.

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Subject: Re: Single Player Maps  
Posted by [\\_SSnipe\\_](#) on Tue, 05 Jun 2007 10:28:17 GMT  
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ty!!  
THAt reminds me is there a program to record stuff u do on ur pc like if someone was watching ur screen ?

---

Subject: Re: Single Player Maps  
Posted by [jnz](#) on Tue, 05 Jun 2007 11:07:42 GMT  
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Camtasia studio is the best for that, look for it on <http://www.google.co.uk>

For the weapon spawners since i don't know what you're trying to do it in ill tell you the easiest way of doing it:

In the scripts.dll source, make a script that does:

```
void WepSpawner::Created(GameObject *Obj)
{
    Commands->Start_Timer(Obj, this, 0.0, 1);
}

void WepSpawner::Entered(GameObject *Obj, GameObject *Obj2)
{
    Commands->Start_Timer(Obj, this, 10.0, 1);
}

void WepSpawner::Timer_Expired(GameObject *Obj, int number)
{
    if(number == 1)
    {
        int rand = Commands->Get_Random_Int(0, 3); //for 4 powerups
        if(rand == 0)
        {
            Commands->Create_Object("POW_Railgun_Player", Commands->Get_Position(Obj));
        }
    }
}
```

```
}
if(rand == 1)
{
    Commands->Create_Object("POW_VoltAutoRifle_Player",
Commands->Get_Position(Obj));
}
if(rand == 2)
{
    Commands->Create_Object("POW_VoltAutoRifle_Player",
Commands->Get_Position(Obj));
}
if(rand == 3)
{
    Commands->Create_Object("POW_TiberiumFlechetteGun_Player",
Commands->Get_Position(Obj));
}
}
```

Then all you need to do is make a script zone and attach it. Much easier and you don't need any extra ddb / ldd files

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Subject: Re: Single Player Maps  
Posted by [\\_SSnipe\\_](#) on Tue, 05 Jun 2007 11:36:31 GMT  
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how u attachh it to a script zone?

which script?

how u add that or edit it?

i stillw ant reborns vidoe

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Subject: Re: Single Player Maps  
Posted by [jnz](#) on Tue, 05 Jun 2007 11:42:55 GMT  
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1) Attach\_Script\_Once(scriptzone, true); //scriptzone must be the GameObject \* of the script zone you want to attach it to.

2) The script i posted in the code

3) Microsoft Visual C++ Express Edition

4) Reborn never said he would make a video, he said he would make a tutorial. Someone suggested he makes a video.

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Subject: Re: Single Player Maps  
Posted by [reborn](#) on Tue, 05 Jun 2007 11:55:46 GMT  
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joe937465 wrote on Tue, 05 June 2007 07:36how u attachh it to a script zone?

which script?

how u add that or edit it?

i stillw ant reborns vidoe

What gamemodding has done is create a script just for you that can be attached to a script zone and will create weapon spawners in that zone.

You would need to add this script to the source code of ssaow before you compile it.

Then copy the scripts.dll file to your level edit scripts folder for the mod package, then when you "mod" a preset and look under the scripts list there will be one called: "WepSpawner". This is what should be attached to the script zone that you would need to create.

However he hasn't included the registrant or the code for the .h file. I guess he is assuming you would know how to create this yourself, but I wouldn't take that for granted really.

To be honest i think this is an over complicated way of doing it. If I was going to handle weapon spawns as part of the scripts.dll i wouldn't make zones, I would just spawn random weapons at pre defined locations for each map.

To be fair, this is kinda throwing you in at the deep end. Don't worry, when I get home from work I will make a start on a tutorial for you, hopefully it will be finished tonight.

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Subject: Re: Single Player Maps  
Posted by [\\_SSnipe\\_](#) on Tue, 05 Jun 2007 11:59:24 GMT  
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.....id stick to the old way.....

---

---

Subject: Re: Single Player Maps  
Posted by [reborn](#) on Tue, 05 Jun 2007 19:06:24 GMT  
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---

Here is a video tutorial of how to add a weapon spawner server side to a map, just using level edit and xcc mixer.

I decided to make a video tutorial as Oblivion suggested, as he may want it for renhelp.

---

---

Subject: Re: Single Player Maps

Posted by [\\_SSnipe\\_](#) on Tue, 05 Jun 2007 20:22:36 GMT

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nice very nice but what i tried to do is not have one weapon only spawn in one spot i tried to have like 6 spawn points spawning different and random weapon but going into the objects file on leveled it click on one of the spawns and click add present into the box (all the weapons im choosing)

---

---

Subject: Re: Single Player Maps

Posted by [\\_SSnipe\\_](#) on Tue, 05 Jun 2007 21:33:17 GMT

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also

1)can i add new presents like copy of some presents but they have new settings or more health for diffrent maps?  
like this

2) when like i said above make a spawn i uasly click add and go to the presents settings and click add present  
like this ? not like what u did in the video reborn i want multiply respawn points spawning different wepaons

the main reason is im going to be having same stuff for more then one map BUT they are going to have diffrenet health and ect only way to do that is make another clone of the present change the settigs on that and click make

---

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Subject: Re: Single Player Maps

Posted by [reborn](#) on Tue, 05 Jun 2007 21:51:24 GMT

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Take a look at this Joe



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Subject: Re: Single Player Maps  
Posted by [\\_SSnipe\\_](#) on Wed, 06 Jun 2007 02:40:36 GMT  
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---

cool ok im my single player maps im add new wep spawn and copy presnets and reanme them and chage there settings

and adding new things and bots

so do they all have to be temp and i DONT add which file?

also when i edit the map snow i got the file form that site its missing a mutil player nod and gdi silo

---

---

Subject: Re: Single Player Maps  
Posted by [reborn](#) on Wed, 06 Jun 2007 06:31:30 GMT  
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joe937465 wrote on Tue, 05 June 2007 22:40cool ok im my single player maps im add new wep spawn and copy presnets and reanme them and chage there settings

and adding new things and bots

so do they all have to be temp and i DONT add which file?

also when i edit the map snow i got the file form that site its missing a mutil player nod and gdi silo

I am just going to stay out of your topics now, I am frustrated that you aren't paying attention to the tutorial created specifically for you. You are just being lazy, which is annoying when I have taken allot of time to help you.

reborn out

---

---

Subject: Re: Single Player Maps  
Posted by [\\_SSnipe\\_](#) on Wed, 06 Jun 2007 06:51:34 GMT  
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no sorry rborn i am watching i just dont know should i make temps or just normal copys or could i not do none at all

---

---

Subject: Re: Single Player Maps  
Posted by [Dave Anderson](#) on Wed, 06 Jun 2007 07:09:29 GMT  
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I've been periodically saying this to you... You need to pay attention carefully to the answers being given. All of the information is there, but you need to be willing to take the time to read and fully understand what has been given to you. Instead of asking more questions, you need to be asking for explanation on things you don't understand. The folks here can only help you so much.

---

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Subject: Re: Single Player Maps  
Posted by [\\_SSnipe\\_](#) on Wed, 06 Jun 2007 07:14:53 GMT  
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i do listen but even tho i follow what u guys say i always run into more problems i never get stuff the first time i just had like more then one person answering that question with more then one answer

---

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Subject: Re: Single Player Maps  
Posted by [Dave Anderson](#) on Wed, 06 Jun 2007 12:04:29 GMT  
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Which is why you need to slow down. You've been trying to accomplish a large number of tasks in a short amount of time. You're causing more problems for yourself than the folks here can help you with. Read what people have to say thoroughly, ask questions on what they said before you create new questions. It would also help if you used the spell checker and some punctuation so they didn't have to decipher your posts. Oh, and quit making new topics. Its hard for the folks here to help you if you create a new topic every 5 minutes...

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Subject: Re: Single Player Maps  
Posted by [\\_SSnipe\\_](#) on Wed, 06 Jun 2007 18:41:31 GMT  
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im sorry dudes

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---

Subject: Re: Single Player Maps  
Posted by [Dave Anderson](#) on Wed, 06 Jun 2007 19:03:36 GMT  
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---

Just keep it slow and you'll get the help you need. Don't get discouraged.

---

---

Subject: Re: Single Player Maps  
Posted by [BlueThen](#) on Wed, 06 Jun 2007 19:29:39 GMT  
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---

Start small. Don't expect to make the greatest mod in the world on your first try.

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Subject: Re: Single Player Maps  
Posted by [\\_SSnipe\\_](#) on Wed, 06 Jun 2007 20:43:06 GMT  
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lol i know

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