Subject: Calling all Tutorials v2
Posted by Oblivion165 on Tue, 05 Jun 2007 15:33:08 GMT
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http://www.Renhelp.net is calling for all the tutorials you can muster. So far the new and improved renhelp has added 20 more tutorials to it's database since it has made the move.

We now have 3 video tutorials and I'm hoping some more of you guys will step up and make us some more. (Recon did and I'm looking at you IceDog)

I would also like to mention that you guys have to be less shy about images in your tutorials, not one person has uploaded a image for a tutorial. It's there for a reason, don't be shy!

We also had some issues with codecs, apparently not everyone can handle them so I am encoding all the videos to flash format for streaming. A direct link will also be present but it will be a .flv file, sorry but I don't want two copies of the same thing sitting around.

That means if you are really super nice, you will encode them to .flv before uploading them   Of course I will understand if that is a problem, not everyone has an encoder.

Subject: Re: Calling all Tutorials v2
Posted by jnz on Tue, 05 Jun 2007 15:37:25 GMT
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Do all the tutorials have to be with LE/Gmax/Max?
For people making video tutorials, use Camtasia studio it can export flash movies.

Subject: Re: Calling all Tutorials v2
Posted by Oblivion165 on Tue, 05 Jun 2007 15:40:06 GMT
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Anything related to renegade would do nicely, we have a few photoshop tutorials on there but I don't know what else should be covered?

Subject: Re: Calling all Tutorials v2
Posted by jnz on Tue, 05 Jun 2007 15:47:19 GMT
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Well i was thinking about doing some coding tutorials (for renegade).

Subject: Re: Calling all Tutorials v2
Posted by Oblivion165 on Tue, 05 Jun 2007 15:48:56 GMT

Nice, never even thought of that.

Bring it on.

Subject: Re: Calling all Tutorials v2
Posted by Zion on Tue, 05 Jun 2007 16:58:22 GMT

When i got Max working through the new Parallels (if it works that is) i'll be sure to make some advanced walkthroughs although i don't like my voice alot

---

Subject: Re: Calling all Tutorials v2
Posted by Ryu on Tue, 05 Jun 2007 17:41:05 GMT

Making and converting Texture's, Then adding them into RenX coming up.

Subject: Re: Calling all Tutorials v2
Posted by Recon on Tue, 05 Jun 2007 17:52:16 GMT

i just want to thank all my fans and em ......

naah j/k
thanks for adding my tutorial very happy to see that

Subject: Re: Calling all Tutorials v2
Posted by reborn on Tue, 05 Jun 2007 19:07:10 GMT

Want this?

 http://www.mp-gaming.com/reborn/movies/weapon_spawner_tut/weapon_spawner_tut.swf

---

Subject: Re: Calling all Tutorials v2

Posted by IronWarrior on Tue, 05 Jun 2007 19:17:37 GMT
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Reborn wrote on Tue, 05 June 2007 14:07Want this?

http://www.mp-gaming.com/reborn/movies/weapon_spawner_tut/weapon_spawner_tut.swf

Hey that rocked Reborn, nice one.

Subject: Re: Calling all Tutorials v2
Posted by Oblivion165 on Tue, 05 Jun 2007 19:35:21 GMT
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Excellent, I'll be adding it shortly.

and it's completely unfair that you have a cool accent.

Subject: Re: Calling all Tutorials v2
Posted by reborn on Tue, 05 Jun 2007 19:37:28 GMT
View Forum Message <> Reply to Message

Oblivion165 wrote on Tue, 05 June 2007 15:35Excellent, I'll be adding it shortly.

and it's completely unfair that you have a cool accent.

cool...

If you want to host it yourself then I don't mind you downloading the entire directory.

I added you on msn btw... =]

Subject: Re: Calling all Tutorials v2
Posted by jamiejrg on Tue, 05 Jun 2007 20:30:23 GMT
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Very nice to see this going on. I appreciate Renhelp a lot. Mostly do to the fact that i learned everything i know about modding renegade from there.

Jamie

Subject: Re: Calling all Tutorials v2

Posted by Oblivion165 on Tue, 05 Jun 2007 20:33:55 GMT
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Reborn wrote on Tue, 05 June 2007 15:37Oblivion165 wrote on Tue, 05 June 2007 15:35Excellent, I'll be adding it shortly.

and it's completely unfair that you have a cool accent.

cool...

If you want to host it yourself then I don't mind you downloading the entire directory.

I added you on msn btw... =]

Oh man, I was fighting that file to the death trying to put the controls on there and you had all I needed from the get-go!

Subject: Re: Calling all Tutorials v2
Posted by reborn on Tue, 05 Jun 2007 20:48:35 GMT
View Forum Message <> Reply to Message

Oblivion165 wrote on Tue, 05 June 2007 16:33Reborn wrote on Tue, 05 June 2007 15:37Oblivion165 wrote on Tue, 05 June 2007 15:35Excellent, I'll be adding it shortly.

and it's completely unfair that you have a cool accent.

cool...

If you want to host it yourself then I don't mind you downloading the entire directory.

I added you on msn btw... =]

Oh man, I was fighting that file to the death trying to put the controls on there and you had all I needed from the get-go!

Yeah sorry man, it is here
http://www.mp-gaming.com/reborn/movies/Addingweaponspawner/Addingweaponspawner.h tml

---

Subject: Re: Calling all Tutorials v2
Posted by Oblivion165 on Tue, 05 Jun 2007 20:50:33 GMT
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no worries, got it all from the index file.

Subject: Re: Calling all Tutorials v2
Posted by reborn on Tue, 05 Jun 2007 20:52:40 GMT
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I am currently rendering another one, then I will upload it. It is a more advanced version of that which includes granting other weapons and adding the different possible spawn locations.

Will post a link when done =]

Subject: Re: Calling all Tutorials v2
Posted by reborn on Tue, 05 Jun 2007 21:50:11 GMT
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Want this one?

http://www.mp-gaming.com/reborn/movies/adv_wep_spawn/adv_wep_spawn.html

I kinda like this, I might do more. =]

Subject: Re: Calling all Tutorials v2
Posted by reborn on Tue, 05 Jun 2007 23:01:11 GMT
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Want this one too?

http://www.mp-gaming.com/reborn/movies/maphack/maphack.html

Subject: Re: Calling all Tutorials v2
Posted by BlueThen on Tue, 05 Jun 2007 23:03:13 GMT
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Reborn wrote on Tue, 05 June 2007 18:01Want this one too?

http://www.mp-gaming.com/reborn/movies/maphack/maphack.html
Whenever you use a "s" sound, it hurts my ears... (no offense.)

Subject: Re: Calling all Tutorials v2
Posted by reborn on Tue, 05 Jun 2007 23:20:10 GMT
View Forum Message <> Reply to Message

bluethen wrote on Tue, 05 June 2007 19:03
Whenever you use a "s" sound, it hurts my ears... (no offense.)

I have had a speech impedament since birth due to a "tied tongue", I have a lisp on my "s". It has improved over the years, but I think the microphone makes it sound worse.

I am exremely self conscious about it, and try to cover it sometimes. But when people notice and comment on it, it makes it worse, I concentrate too hard on the impedament and I start to sound like a hissing snake.

Subject: Re: Calling all Tutorials v2
Posted by BlueThen on Tue, 05 Jun 2007 23:21:45 GMT
View Forum Message <> Reply to Message

Reborn wrote on Tue, 05 June 2007 18:20bluethen wrote on Tue, 05 June 2007 19:03
Whenever you use a "s" sound, it hurts my ears... (no offense.)

I have had a speech impedament since birth due to a "tied tongue", I have a lisp on my "s". It has improved over the years, but I think the microphone makes it sound worse.

I am exremely self conscious about it, and try to cover it sometimes. But when people notice and comment on it, it makes it worse, I concentrate too hard on the impedament and I start to sound like a hissing snake.
Ah. That's fine.

Subject: Re: Calling all Tutorials v2
Posted by Sn1per74* on Wed, 06 Jun 2007 02:13:51 GMT
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I like British accents

Subject: Re: Calling all Tutorials v2
Posted by Viking on Wed, 06 Jun 2007 02:20:22 GMT
View Forum Message <> Reply to Message

Oblivion165 wrote on Tue, 05 June 2007 14:35
it's completely unfair that you have a cool accent.

I WANT A COOL ACCENT TOO! Not fair at all...

Subject: Re: Calling all Tutorials v2
Posted by nopol10 on Wed, 06 Jun 2007 08:25:04 GMT
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Sn1per74(2) wrote on Wed, 06 June 2007 10:13I like British accents
Me too.

Subject: Re: Calling all Tutorials v2
Posted by Zion on Wed, 06 Jun 2007 09:08:51 GMT
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You'll probably love me then Mine's more scouse (Liverpudlian) though.

Subject: Re: Calling all Tutorials v2
Posted by Memphis on Wed, 06 Jun 2007 09:17:51 GMT
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People from outside the UK only seem to love London-ish accents as they find other ones hard to comprehend. Sorry Merovingian

---

Subject: Re: Calling all Tutorials v2
Posted by Recon on Wed, 06 Jun 2007 12:27:20 GMT
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ive been in london

Subject: Re: Calling all Tutorials v2
Posted by Ryu on Wed, 06 Jun 2007 13:16:27 GMT
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Hey! I got the better accent.

Subject: Re: Calling all Tutorials v2
Posted by WNxCABAL on Wed, 06 Jun 2007 21:14:04 GMT
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I made this the other day for somebody, this could come in useful for somebody else too:

Subject: Re: Calling all Tutorials v2

Posted by reborn on Wed, 06 Jun 2007 21:24:14 GMT
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Another

http://www.mp-gaming.com/reborn/movies/poke_buy/poke_buy.html

---

Subject: Re: Calling all Tutorials v2
Posted by futura83 on Wed, 06 Jun 2007 21:27:19 GMT
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I have a northern accent (from north-west)

i was talking an Irishman from my guild (back when i played WoW) over TS, and he had trouble understanding me lol

---

Subject: Re: Calling all Tutorials v2
Posted by Oblivion165 on Thu, 07 Jun 2007 11:46:58 GMT
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Good stuff guys, updated everything so far to the website and WNxCABAL I added your images to the vehicle boning tutorial with credits of course

---

Subject: Re: Calling all Tutorials v2
Posted by reborn on Fri, 08 Jun 2007 02:49:21 GMT
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Here's another one =]

   http://www.mp-gaming.com/reborn/movies/triggering_cinematic_with_beacon/triggeri
ng_cinematic_with_beacon.html

Link to the cinematic file resource:
http://www.mp-gaming.com/reborn/clientdownload/Nod_Paratroopers.txt

---

Subject: Re: Calling all Tutorials v2
Posted by GrayWolf on Fri, 08 Jun 2007 05:46:12 GMT
View Forum Message <> Reply to Message

Reborn wrote on Thu, 07 June 2007 21:49Here's another one =]

   http://www.mp-gaming.com/reborn/movies/triggering_cinematic_with_beacon/triggeri

ng_cinematic_with_beacon.html

Link to the cinematic file resource:
http://www.mp-gaming.com/reborn/clientdownload/Nod_Paratroopers.txt

Thank you so much for this one. I've never been able to figure cinematics out.

Subject: Re: Calling all Tutorials v2
Posted by reborn on Fri, 08 Jun 2007 17:19:21 GMT
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GrayWolf wrote on Fri, 08 June 2007 01:46
Thank you so much for this one. I've never been able to figure cinematics out.

No problem, glad you liked it =]

Another one, this time only a very simple one to change the tick rate of the ref server side:

http://www.mp-gaming.com/reborn/movies/tick_rate/tick_rate.html

---

Subject: Re: Calling all Tutorials v2
Posted by crazfulla on Sat, 09 Jun 2007 21:01:40 GMT
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edit, nvm, found answer to own question

Subject: Re: Calling all Tutorials v2
Posted by Viking on Sat, 09 Jun 2007 21:11:55 GMT
View Forum Message <> Reply to Message

I wanna know too!

Subject: Re: Calling all Tutorials v2
Posted by Oblivion165 on Sat, 09 Jun 2007 21:51:35 GMT
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We use camtasia, I just applied different controls to mine.

Subject: Re: Calling all Tutorials v2
Posted by _SSnipe_ on Sun, 10 Jun 2007 09:36:49 GMT
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if my word matters at all i talk to a lot of now modders and they have same problems i have

heres the 5 things i think u should teach

1)Making Bots
2)they present buy (like buy heli on a map by walking over)
3)make buidlings (like on kamuix servs very usefull one) i still cant get it /;
4)add new presents or temps without map crashing on reload
5)more basic scripts on script zones

i know u dont want to hear from me but just think about it

PS reborn i love the cinematics one freakig awsome

is there a way that instead of a beacon u can hold a single flare? and put ti on the blow then calls the plan to drop the paratroopeers?

Subject: Re: Calling all Tutorials v2
Posted by Sn1per74* on Sun, 10 Jun 2007 14:14:27 GMT
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joe937465 wrote on Sun, 10 June 2007 04:36if my word matters at all i talk to a lot of now modders and they have same problems i have

heres the 5 things i think u should teach

1)Making Bots
2)they present buy (like buy heli on a map by walking over)
3)make buidlings (like on kamuix servs very usefull one) i still cant get it /;
4)add new presents or temps without map crashing on reload
5)more basic scripts on script zones

i know u dont want to hear from me but just think about it

PS reborn i love the cinematics one freakig awsome

is there a way that instead of a beacon u can hold a single flare? and put ti on the blow then calls the plan to drop the paratroopeers?

Most of the stuff you can find out by trial and error.

Subject: Re: Calling all Tutorials v2
Posted by _SSnipe_ on Sun, 10 Jun 2007 19:38:30 GMT
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who made renhelp.net anyways?

Subject: Re: Calling all Tutorials v2
Posted by BlueThen on Sun, 10 Jun 2007 19:40:29 GMT
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the make buildings this is through scripting. The only other ways is through beacons (Which I have done before) or c4 (which I haven't tested)

Subject: Re: Calling all Tutorials v2
Posted by _SSnipe_ on Sun, 10 Jun 2007 19:41:37 GMT
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lol nice...........can there be gdi paratroopers?

Subject: Re: Calling all Tutorials v2
Posted by reborn on Sun, 10 Jun 2007 19:47:25 GMT
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I would make some more, but the last two havn't been added. I tried to contact oblivion on msn but he seems AFK allot.

Hmm, I might make a page on http://www.mp-gaming.net for them or something. I kinda enjoy doing these.

Subject: Re: Calling all Tutorials v2
Posted by _SSnipe_ on Sun, 10 Jun 2007 20:02:14 GMT
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nice reborn ill be sure to check them all out but ya it whould be cool to make gdi prartroopers 2 make it even ya know

Subject: Re: Calling all Tutorials v2
Posted by Oblivion165 on Sun, 10 Jun 2007 20:38:55 GMT
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joe937465 wrote on Sun, 10 June 2007 15:38who made renhelp.net anyways?

The original was created by Laeubi and General Havoc. Havoc owned the domain name for
Renhelp.co.uk (But left the renegade community and hasn't been heard from since) and when
their host went down renhelp.co.uk went with it. Laeubi gave this link to reach the original
RenHelp.co.uk http://renhelp.laeubi-soft.de

I was a admin of the original and with Laeubi gone from the modding community too, I decided
Renhelp needed a new Host/Domain because I had the ability to host a heavier website and I try
to keep it as up-to-date as possible.

Subject: Re: Calling all Tutorials v2
Posted by jnz on Sun, 10 Jun 2007 21:09:40 GMT
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Oblivion165 wrote on Sun, 10 June 2007 21:38website and I try to keep it as up-to-date as
possible.

You do a very good job. I like the renhelp website, it helps a lot of people.

Subject: Re: Calling all Tutorials v2
Posted by _SSnipe_ on Sun, 10 Jun 2007 22:09:41 GMT
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cool

Subject: Re: Calling all Tutorials v2
Posted by Oblivion165 on Sun, 10 Jun 2007 22:11:55 GMT
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gamemodding wrote on Sun, 10 June 2007 17:09Oblivion165 wrote on Sun, 10 June 2007
21:38website and I try to keep it as up-to-date as possible.

You do a very good job. I like the renhelp website, it helps a lot of people.

Ty

Subject: Re: Calling all Tutorials v2
Posted by Doitle on Sun, 10 Jun 2007 22:31:15 GMT
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"I'm just usin' the X Y Zed axis..."

I couldn't help but find that hilarious.

These Camtasia tutorials are really nice.

Subject: Re: Calling all Tutorials v2
Posted by jamiejrg on Sun, 10 Jun 2007 22:41:20 GMT
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Ya, i just dl'd camtasia and it's a very well put together program.

Jamie

Subject: Re: Calling all Tutorials v2
Posted by _SSnipe_ on Sun, 10 Jun 2007 22:56:27 GMT
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i agree ty best helpful site ever and me as a noob knows what ur next things u should add   but ya
very nice set id die without it

Subject: Re: Calling all Tutorials v2
Posted by jnz on Sun, 10 Jun 2007 23:46:48 GMT
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Here's one that shows how to add a script to the custom scripts (3.3). I made it flash (dirty, dirty
people what were you thinking) for you. Although, I'm too shy to talk

http://www.dansprojects.com/Vids/AddingScriptsTuT.rar

Subject: Re: Calling all Tutorials v2
Posted by _SSnipe_ on Sun, 10 Jun 2007 23:56:08 GMT
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my sev uses 2.9 the scripts most people will have to be able to do these thinsg serverside

Subject: Re: Calling all Tutorials v2
Posted by jnz on Mon, 11 Jun 2007 00:02:26 GMT
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I forgot to mention, that works on all script versions afaik above probably 2.0, server side.

Subject: Re: Calling all Tutorials v2
Posted by _SSnipe_ on Mon, 11 Jun 2007 00:07:13 GMT
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u sure because this one serv have mods that only people with cp2 scrips or higher can see and its kinda like that

---

Subject: Re: Calling all Tutorials v2
Posted by jnz on Mon, 11 Jun 2007 00:12:06 GMT
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yup, that script will page the player (as long as it's attached to the player) even if the server runs any mod you want and the client doesn't need anything.

Subject: Re: Calling all Tutorials v2
Posted by _SSnipe_ on Mon, 11 Jun 2007 00:32:34 GMT
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cool i need to check them out in a bit

Subject: Re: Calling all Tutorials v2
Posted by reborn on Mon, 11 Jun 2007 10:13:39 GMT
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Another, adding a purchasable Nod Turret:

  http://www.mp-gaming.com/reborn/movies/purchasable_turret/purchasable_turret.htm l

I am going to start working on a small web page soon to host these, I don't know why they arean't being added to renhelp but i don't want these tutroials to die in this thread.

Subject: Re: Calling all Tutorials v2
Posted by _SSnipe_ on Mon, 11 Jun 2007 10:45:56 GMT
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thanks reborn very good and usfull

Subject: Re: Calling all Tutorials v2
Posted by reborn on Mon, 11 Jun 2007 13:40:12 GMT
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Another, this time adding ai bots to the map server side.

http://www.mp-gaming.com/reborn/movies/bots/bots.html

Subject: Re: Calling all Tutorials v2
Posted by Sn1per74* on Mon, 11 Jun 2007 13:43:06 GMT
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Keep 'em comin! You're on a roll man.

Subject: Re: Calling all Tutorials v2
Posted by Ryu on Mon, 11 Jun 2007 18:34:38 GMT
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Reborn wrote on Mon, 11 June 2007 06:13Another, adding a purchasable Nod Turret:

   http://www.mp-gaming.com/reborn/movies/purchasable_turret/purchasable_turret.htm l

I am going to start working on a small web page soon to host these, I don't know why they arean't being added to renhelp but i don't want these tutroials to die in this thread.

pfft, Oblivion is like "man, this guys owning the small renhelp community, /ignore"

Yeah, I'd like the a small webpage, Your tutorials rock, hard.

Subject: Re: Calling all Tutorials v2
Posted by Oblivion165 on Mon, 11 Jun 2007 18:45:08 GMT
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Err...they have been up for hours

Subject: Re: Calling all Tutorials v2

Posted by reborn on Mon, 11 Jun 2007 18:53:16 GMT
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There are still two missing I think.

I was just looking in the wrong place for the others. I presumed they would all be under the "level edit" section rather then mapping etc etc.

I am still interested in creating a page for these, not to compete with renhelp, I don't have enough knowledge about mapping to do that, nor would I would to try and compete.
I just think it might be nice to have a collection of them all dedicated to server side modding. I will still make them available to renhelp though.

Subject: Re: Calling all Tutorials v2
Posted by Oblivion165 on Mon, 11 Jun 2007 19:27:47 GMT
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Looks like I did miss one, it's being uploaded.

EDIT: and i did mean to put the latest two in the mod section but I think your right about server side, it needs its own section.

Subject: Re: Calling all Tutorials v2
Posted by Slave on Mon, 11 Jun 2007 19:37:52 GMT
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Maybe a short description next to the video tutorials? The title just doesn't say it all imo.

Subject: Re: Calling all Tutorials v2
Posted by _SSnipe_ on Mon, 11 Jun 2007 20:30:59 GMT
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reborn is the best modder i ever meet

Subject: Re: Calling all Tutorials v2
Posted by crazfulla on Tue, 12 Jun 2007 13:36:09 GMT
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Also, a non-video versio would be nice for those whom don't have 1337 connections. No I'm not on dialup or anything, but I knwo some people who are and NZ broadband is quite frankly shit.

Subject: Re: Calling all Tutorials v2
Posted by reborn on Tue, 12 Jun 2007 15:33:50 GMT
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Zunnie noticed I missed out something from one of the tutorials, I went through all of them and I infact missed out some important information for ssaow users. I have re-made and re-uploaded five of the tutorials and deleted the old ones.

The tutorials that have stayed the same are:

Taking a .mix map and getting it back into level edit
http://www.mp-gaming.com/reborn/movies/maphack/maphack.html

Basic weapon spawn tutorial
 http://www.mp-gaming.com/reborn/movies/weapon_spawner_tut/weapon_spawner_tut.htm l

Creating a switch that can be poked to grant a powerup
http://www.mp-gaming.com/reborn/movies/poke_buy/poke_buy.html

The ones I have redone are:

Creating purchasable turrets
 http://www.mp-gaming.com/reborn/movies/purchasable_turret_re/purchasable_turret_ re.html

Triggering a cinematic with a beacon
 http://www.mp-gaming.com/reborn/movies/cinematic_trigger_re/cinematic_trigger_re .html
http://www.mp-gaming.com/reborn/clientdownload/Nod_Paratroopers.txt

Making bot spawners
http://www.mp-gaming.com/reborn/movies/bots_re/bots_re.html

An advanced weapon spawn tutorial
 http://www.mp-gaming.com/reborn/movies/adv_weapon_spawn_re/adv_weapon_spawn_re.h tml

Changing the tick rate of the ref
http://www.mp-gaming.com/reborn/movies/tick_rate_re/tick_rate_re.html

Oblivion, you may wish to amend these on renhelp, also I still think two of them are missing from renhelp, there are eight here, but I could only find six on renhelp.

Will make some more over the coming days... =]

Subject: Re: Calling all Tutorials v2

Posted by Oblivion165 on Tue, 12 Jun 2007 15:51:52 GMT

I got 7* of yours on renhelp, the refinery was the missing one.

Updating now.

EDIT: Fixing number

Subject: Re: Calling all Tutorials v2
Posted by reborn on Tue, 12 Jun 2007 16:00:35 GMT

Hmm, with six on there and you adding one that means theres seven, but I posted eight in that post, I think we're still one missing =]

Are you going to re-upload the new ones? It's kinda important that you do, I forgot to replace the onjects file right at the start with the one from ssaow, and if people dont do that and are running SSAOW then allot of the features will be broken. My bad, but I have remade them all now and the new links are in that post.

Subject: Re: Calling all Tutorials v2
Posted by Oblivion165 on Tue, 12 Jun 2007 16:02:09 GMT

7* typo

I am updating them right now, with download time then upload it will be a a few hours.

EDIT:

Map Hacking
Poke Buy
Purchasable turret
Server Side Bots
Triggering Cinematics with Beacon
Weapon Spawners - Server Side
Weapon Spawners - Server Side Advanced

Disabled them for the time but those are the ones in the database. (Still getting refinery tick)

Subject: Re: Calling all Tutorials v2

Posted by _SSnipe_ on Tue, 12 Jun 2007 17:13:14 GMT

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reborn i tryed running the fix bot setup from game-maps.net but it keeps crashing any ideas? jus tlike u said to add

---

Subject: Re: Calling all Tutorials v2
Posted by reborn on Tue, 12 Jun 2007 17:34:46 GMT

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Please explain further.

I showed it working ingame on every tutroial, so it stands to reason that the method shown is correct. Perhaps you are not following it properly?

Subject: Re: Calling all Tutorials v2
Posted by _SSnipe_ on Tue, 12 Jun 2007 23:27:34 GMT

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well the bot fix files i put them into the rigth places and added the objects file like u then in lvl added bots and tank bots and rather they did nto show up or server crashes idk if its somthing im doing wrong or my pc

---

Subject: Re: Calling all Tutorials v2
Posted by reborn on Wed, 13 Jun 2007 00:40:35 GMT

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It's because you are trying to add vehichles as spawners in the same way the soldiers are done. This will make the server crash.

Subject: Re: Calling all Tutorials v2
Posted by _SSnipe_ on Wed, 13 Jun 2007 01:26:48 GMT

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if u dont mind asking how can i make it not as a char usually i just keep what ever settings are already there

---

Subject: Re: Calling all Tutorials v2
Posted by reborn on Thu, 14 Jun 2007 10:34:13 GMT

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Do not derail the topic joe and make it into another one of your million question topics. This topic is about adding tutorials to renhelp.

Another tutorial, this one is specifically how to add the obby gun as a weapon spawn indirectly through making a powerup spawner then making the powerup grant the weapon.

http://www.mp-gaming.com/reborn/movies/obby_gun_spawner/obby_gun_spawner.html

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Subject: Re: Calling all Tutorials v2
Posted by Oblivion165 on Thu, 14 Jun 2007 14:59:01 GMT
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Can you make one on how to "clean" the single player maps? Everytime I try to do anything to an M0* I get one of these:

(Im using ssaow 1.5.1 also the co-op patch)

1. Renegade Crashes "Client 1 Disconnected" is the only thing reported in fds

2. FDS prints "Oblivion bought a GDI_Minigunner_0"
"Oblivion bought a GDI_Minigunner_0"
"Oblivion bought a GDI_Minigunner_0"
Then the fds crashes.

I would just like to have a sp map without all the nod bots/vehicles and cinematics in the way.

Subject: Re: Calling all Tutorials v2
Posted by reborn on Thu, 14 Jun 2007 15:22:58 GMT
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Just load level edit with your mod package (no level file), then go to terrain in the presets and click make on the includes and terrain under the m0* required.

This will just load the terrain only without any spawners etc etc. But sure, I don't mind making a tutroial for it =]

Wil linclude the basics such as start up spawners etc etc.

Subject: Re: Calling all Tutorials v2
Posted by Oblivion165 on Thu, 14 Jun 2007 15:27:12 GMT
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Yeah I tried that too, just seems that when I try to actually do anything the problems set in. All i did was place a cargo container down and it created those problems above. (This is just with terrain,

no lvl loading)

EDIT: and 1 gdi spawner

Subject: Re: Calling all Tutorials v2
Posted by reborn on Thu, 14 Jun 2007 15:38:33 GMT
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Very strange, you sure you're adding the .ldd and .lsd file to the right map?
I will make this my next tutorial in any case =]

Subject: Re: Calling all Tutorials v2
Posted by Oblivion165 on Thu, 14 Jun 2007 15:45:45 GMT
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Ty, and yup. I double checked everything. Loaded M02.mix first to make sure the map is the on i am using in leveledit, then i add my changes via replace .ldd, .lsd

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Subject: Re: Calling all Tutorials v2
Posted by jnz on Thu, 14 Jun 2007 16:33:23 GMT
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Here you go

http://www.dansprojects.com/Vids/SPMapTut.rar

I don't have a clue why it's so big.