Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Wed, 12 Feb 2003 15:24:00 GMT
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I have been looking through other mods trying to figure out how to edit which vehicles are buildable in multiplayer games, but I just don't know the layout yet. I would like to make a mod to be used when you only have a small group of people playing, 4 or 6 players, that doesn't allow the building of tanks/artillary or equivelant. It would make the games a little more fun and more on an infantry game. What I am hoping to do is have the mod effect all the westwood maps but still be as small of a download as possable.. The mod would allow the purchasing of any of the infantry, the beacons, as well as the buggy/hummer, apc's, and the choppers on the flying maps(since they are the fun part of playing the flying maps). The other vehicles would either be unavailable or too expensive to buy. If this mod already exsists, I would apreciate a link to it.   Another mod I would like to try making is a no-sniper mod since I am getting sick of joining games that are marked no sniping, only to find half the people using sniper rifles... It's more the idea that bugs me, since I have no trouble taking out the average sniper with just the chain gun.   heheI have had previous experiance modding games like Red Alert2 and Total Annihilation, if this experiance is any help... [February 12, 2003, 15:27: Message edited by: Jakalth]

Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Wed, 12 Feb 2003 15:33:00 GMT
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I haven't played/modded Annihilation... But modding Renegade (or any other fps game) is nothing at all like Red Alert 2. Red Alert 2 is 2d. Renegade and most (if not all) fps games are 3d.

Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Wed, 12 Feb 2003 15:56:00 GMT
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"Another mod I would like to try making is a no-sniper mod since I am getting sick of joining games that are marked no sniping, only to find half the people using sniper rifles... It's more the idea that bugs me, since I have no trouble taking out the average sniper with just the chain gun. hehe"i tihnk u can do thaet rilly esay....will look aboet it

Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Wed, 12 Feb 2003 16:01:00 GMT
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Total Annihilation has an extremely simple file layout making it one of the easiest to mod games I know of. Red Alert2 only required modifying one ini file to make the changes wanted(and to add in new weapons/vehicles using exsisting models/animations). It would be easier to draw on experiance if it required only ini editing, which it doesn't seem to, but any text based editing would not be much of a problem for me to learn.I just haven't had much luck finding the correct

tutorial/information I need to learn how to make this type of mod for Renegade.

Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Wed, 12 Feb 2003 17:11:00 GMT
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thats a lmfao easy mod to make but very complex to explain (few hours of explaining)

Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Wed, 12 Feb 2003 17:16:00 GMT
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If you are so good at making mods for Ren, then why don't you explain then, Mr. Hotshot?

Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Wed, 12 Feb 2003 17:20:00 GMT
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the very easiest way to take out snipers would b to go under Presets>Global Settings>Purchase Settings>Character Classes (NOD) or (GDI).Then click "mod" goto settings and look in thedifferent object settings for CnC_Gdi_MiniGunner_2SF (deadeye)CnC_Nod_MiniGunner_2SF (Sniper bh)CnC_GDI_MiniGunner_3Boss (Havoc)CnC_Nod_MiniGunner_3Boss (Sukara)Click on object next to each of these names and change them to another infentry typeHeres some of the names i know that work   Nod_RocketSolider_0CnC_Nod_MiniGunner_2SF_Skirmish Nod_Flamethrower_0   Gdi_RocketSolider_0   Gdi_Minigunner_0MX0_Gdi_RocketSolider_10ff Nod_Minigunner_2SF_LaserRifle   Nod_Minigunner_2SF_Stationary Nod_RocketSolider_2SF_GrenadeLauncher   Nod_RocketSolider_2SF_VoltAutoRifel Nod_Minigunner_1Off_LaserChaingun   Nod_Minigunner_2SF_Ramjet Nod_Minigunner_2SF_ChainGunCnC_Nod_Flamethrower_0_Secret CnC_Sydney_SkirmishCnC_Ignatio_Mobius_Skirmish GDI_RocketSoldier_2SFCnC_GDI_Grenadier_0_SecretCnC_Nod_Mutant_2SF_TemplarCnC_Nod_Mutant_1Off_Acolyte   Mutant_2SF_Templar CnC_ViserOidCnC_Nod_Minigunner_3Boss_SkirmishCnC_Nod_RocketSolider_3Boss_Skirmish

Nod_FlameThrower_3BossCnC_Nod_FlameThrower_3Boss_SkirmishCnC_Nod_FlameThrower_3Boss_PetrovaCnC_Gdi_Minigunner_3Boss_SkirmishCnC_Gdi_Minigunenr_3Boss_SkirmishMutant_3Boss_Raveshaw(these might not all work but they should, iv never tried for player use, this is just from the list of workible bots i made) [February 12, 2003, 17:21: Message edited by: Spike00b]

Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Wed, 12 Feb 2003 17:23:00 GMT

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quote:Originally posted by xXSoul_SlayerXx:If you are so good at making mods for Ren, then why don't you explain then, Mr. Hotshot?Hows that?

Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Wed, 12 Feb 2003 17:52:00 GMT

ooh good grief... you mean it actually is that easy? heh   Is it possable to just have the charector class settings in the mod without having to add in all the map files? And still have it work with all the westwood maps? A smaller mod would be easier to download and more likely to be used.

Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Wed, 12 Feb 2003 17:55:00 GMT

im shure theres a way but iv never tried to make a mod for all maps, jsut one or 2 usuallyworstcase just make the mod by makeing each map in that mod folder and saveing it (anything u change in presets will save thro all maps in that folder)(edit) i jsut had an idea, mabey if u made u change ur presets in the C&C_mode mod pkg under commando it would work for all maps [February 12, 2003, 18:00: Message edited by: Spike00b]

Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Wed, 12 Feb 2003 17:57:00 GMT

quote:Originally posted by Jakalth:ooh good grief... you mean it actually is that easy? heh
That is easy after the first coupple of tiem u do it, i could make ur mod in a matter of 3 minutes

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Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Wed, 12 Feb 2003 17:59:00 GMT

Shouldn't it be soldier, instead of solider?

Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Wed, 12 Feb 2003 18:01:00 GMT

quote:Originally posted by Sir Phoenixx:Shouldn't it be soldier, instead of solider?i was in a hurry, u knew what i ment

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Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Wed, 12 Feb 2003 18:02:00 GMT
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I'll try it.I should be able to use the same technique for making the other mod then.Thanks for the help. If you find a way to make the mod effect all maps, let me know will ya? Unless I figure it out... It could happen...:edit: so i'm not the only one who mkaes typping msitaks..   [February 12, 2003, 18:04: Message edited by: Jakalth]

Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Wed, 12 Feb 2003 18:05:00 GMT
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quote:Originally posted by Spike00b:im shure theres a way but iv never tried to make a mod for all maps, jsut one or 2 usuallyworstcase just make the mod by makeing each map in that mod folder and saveing it (anything u change in presets will save thro all maps in that folder) (edit) i jsut had an idea, mabey if u made u change ur presets in the C&C_mode mod pkg under commando it would work for all maps

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Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Wed, 12 Feb 2003 18:50:00 GMT
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heh, thats not bad at all. It's already working. Thanks for the help.BTW: All that is needed is to take out the objects.ddb file from the mod folder and place it in the data folder of the Renegade install. It does the same thing as the full mod package. And it works on all maps. Now I just need to test it in a multplayer game if possable, and pack it in another file so that it is easier to switch on and off.:edit: The mod is completed and only requires a little testing. Zipped, it is 8mb in size. That is in some ways a large file size, but it is better then I thought it would be. [February 12, 2003, 20:22: Message edited by: Jakalth]

Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Wed, 12 Feb 2003 20:37:00 GMT
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thats good

Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Wed, 12 Feb 2003 21:49:00 GMT
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For fun I decided to use 2 of the mutants in place of the 2 sniper rifle guys. Makes it interesting.
The first is the Templar, armed with the Tiberium Fletch gun and 100 armor/200 health. The other
is the Acolyte, armed with 2 Tiberium auto rifles and 150 armor/350 health. The 2 guys do not
come with full ammo though. Not shure why. They both have only one clip in there guns to start
with, but get full ammo if you rearm imediately at the purchase terminals. I am using the GDI
mutants instead of the nod ones(nod haves no armor). Good idea or bad idea?

Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Wed, 12 Feb 2003 23:23:00 GMT
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quote:Originally posted by Jakalth:heh, thats not bad at all. It's already working. Thanks for the
help.BTW: All that is needed is to take out the objects.ddb file from the mod folder and place it in
the data folder of the Renegade install. It does the same thing as the full mod package. And it
works on all maps. Now I just need to test it in a multplayer game if possable, and pack it in
another file so that it is easier to switch on and off.:edit: The mod is completed and only requires a
little testing. Zipped, it is 8mb in size. That is in some ways a large file size, but it is better then I
thought it would be.DO NOT USE THIS METHOD!It amkes, that you can't join any other server,
because of a 'Version mismatch'.It worked offline and in 1 Player games, but not in MP online, cos
this is a securety feature of rengade to prevent cheating etc.But you can download the orgianl WS
Building files on at the FTP , copy them into your levels folder, open them up in your mod packet,
save them (every fiel msut be one times opend and saved!) Export it.It will be 8 meg or so,
compressed.If you have any problems, or questions, just contact me or post at my board

Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Thu, 13 Feb 2003 10:58:00 GMT
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quote:Originally posted by Jakalth:For fun I decided to use 2 of the mutants in place of the 2
sniper rifle guys. Makes it interesting. The first is the Templar, armed with the Tiberium Fletch
gun and 100 armor/200 health. The other is the Acolyte, armed with 2 Tiberium auto rifles and
150 armor/350 health. The 2 guys do not come with full ammo though. Not shure why. They
both have only one clip in there guns to start with, but get full ammo if you rearm imediately at the
purchase terminals. I am using the GDI mutants instead of the nod ones(nod haves no armor).
Good idea or bad idea?My only request for me helping u with this mod is not to post it everywhere
   cause i hate downloading junk mods i can make in minutesThanx

Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Thu, 13 Feb 2003 11:15:00 GMT
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That is kind of why I am asking opinions on it. So that it doesn't end up as a junk mod. I am hoping for at least medeocre.   Besides, after testing and getting feedback(which is lacking in other mod communities), It will probably have different replacements instead of the 2 mutants. Maby even custom charectors with custom weapons? Who knows yet.I can see why you would say that though. This is not really much of a mod. It only effects 4 things(the 2 snipers on each side) and can be made in less then 5 minutes.Ooh, one thing, when I said: "The mod is completed and only requires a little testing." I ment that I had already packed it into a mod package with all the westwood multiplayer maps that are used online. [February 13, 2003, 11:19: Message edited by: Jakalth]

Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Thu, 13 Feb 2003 11:30:00 GMT
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i am the commando wizard! (till it comes to scripting;))y not try this and make it a bit more exciting? Goto Presets>Mutations>Ammo>Infentry Ammo Mod the Ammo_(WeaponName)_Player and change the settings around a bit? Change to color of lasers, make weapons shoot faster and/or more accurate, change the dammage ammount, range, sound, and more. Goto Presets>Mutations>Weapons>Infentry Weaponsand change the clip size and/or ammo the weapon shoots, make it so your weapon can use scope,The max rounds, reload timeExperiment...

Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Thu, 13 Feb 2003 11:59:00 GMT
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quote:Originally posted by Sir Phoenixx:I haven't played/modded Annihilation... But modding Renegade (or any other fps game) is nothing at all like Red Alert 2. Red Alert 2 is 2d. Renegade and most (if not all) fps games are 3d.LOL can anyone point me to a 2D fps game!   The cardboard cut out sprites in Duke Nukem 3D dont count!

Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Thu, 13 Feb 2003 13:14:00 GMT
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quote:Originally posted by Spike00b:i am the commando wizard! (till it comes to scripting;))y not try this and make it a bit more exciting? Goto Presets>Mutations>Ammo>Infentry Ammo say this... "i r n00b"that preset don't exist n00bstop confusing him with your chattering

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Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Thu, 13 Feb 2003 13:19:00 GMT
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quote:Originally posted by Dante: quote:Originally posted by Spike00b:i am the commando wizard! (till it comes to scripting;))y not try this and make it a bit more exciting? Goto Presets>Mutations>Ammo>Infentry Ammo say this... "i r n00b"that preset don't exist n00bstop confusing him with your chatteringI'm still looking for the 'mutations' section, LOL, I WANT MUTANT AMMO!   [February 13, 2003, 13:21: Message edited by: Halo38]

Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Thu, 13 Feb 2003 13:47:00 GMT
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munitions*o god i misspelled someting!!!IT MUST B THE END OF THE WORLD!!!!AHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHH

Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Thu, 13 Feb 2003 13:52:00 GMT
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quote:Originally posted by Spike00b:munitions*o god i misspelled someting!!!IT MUST B THE END OF THE WORLD!!!!AHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHWill be if ACK finds out <00 > < 00> <00 > < 00>look out!

Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Thu, 13 Feb 2003 14:53:00 GMT
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lol good 1

Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Thu, 13 Feb 2003 22:36:00 GMT
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I know what he's talking about. He means: presets/munitions/weapon/weapons_infantry It's all there.   cool! This is probably where you add in new custom weapons, isn't it? That is actually a very good idea. This helps speed up my training by a large amount. Thanks again.BTW: Chatter away all you want! I tend to learn more from idle chat then from written tutorials. This info will be very helpfull!

Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Thu, 13 Feb 2003 22:37:00 GMT
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well, when it comes to things like the difference between Mutations and Munitions in a game that has mutants... i would say that IS a problem.

Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Thu, 13 Feb 2003 23:27:00 GMT
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Ok, how do you modify infantry scripts? Commando won't let me directly modify them... I have already added in a new(modified) blue tiberium flechette gun for the custon mutants and want to add that weapon as the main weapon for the unit. I have no troubles with this, but I also want them to recieve a pistol and timed mine as an auto spawn. But commando only allows me to alter the exsisting scripts as number values??? How do I fix this?

Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Fri, 14 Feb 2003 01:39:00 GMT
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Could I get some help with one thing? I am trying to modify one of the tracer w3d files to make a blue tracer. For some reason I can't get either of the w3d importers to work with g-max(infact now gmax won't even work... Grrrrrr). I tried doing fresh installs 3 times with each importer but no luck... The change is a very simple one that would only take a minute or 2(if only g-max would work...). I would highly apreciate the help. Please?

Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Fri, 14 Feb 2003 10:37:00 GMT
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quote:Originally posted by Jakalth:Ok, how do you modify infantry scripts? Commando won't let me directly modify them... I have already added in a new(modified) blue tiberium flechette gun for the custon mutants and want to add that weapon as the main weapon for the unit. I have no troubles with this, but I also want them to recieve a pistol and timed mine as an auto spawn. But commando only allows me to alter the exsisting scripts as number values??? How do I fix this?Presets>Objects>Soldier>Soldier_Presets>Mutant pick the type of mutant then mod and goto settings, scroll down the list till u findWeaponDefID and SecondaryWeaponDefID and u can put hte weapon u want for there primary weapon in the WeaponDefID and the secondary SecondaryWeaponDefID If you want more than these to weapons go under the units scripts and add M00_GrantWeapon or sumthing like that and type in the presets name (ex. POW_AutoRifle_Player)Hope that helps

Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Sat, 15 Feb 2003 00:05:00 GMT
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I already figured out the part with the unit scripts, but it won't let me add any new scripts to the list... And I would also need to add in CnC_POW_MineTimed_Player_01 . Just to be spacific.