
Subject: AVP2 Game modding-Help plz

Posted by [bat66wat6](#) on Fri, 15 Feb 2008 22:10:20 GMT

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Okay. So with AVP2 online being "Out of Action/Disabled"(Serial Key lost) and all 3 campaigns finished. I have decided to try and keep the flow of the game alive.

Basically I want to mod it to make it more fun and just better. Like the Netgun actually trapping the guy on the floor permanently until the Pred or himself cuts him out(Or kills him!). That'd make me a happy person!

The wierd annoying thing is that even with AVP2 being a simple game(Meaning by the way it's put together, by graphics, Characters, AI Control etc) there aren't many or any usefull files that I can really access to edit the game(Or Mission Maps).

The following files are a problem as they cannot be opened by any programme I have. I mainly want to know what each file contains and what it affects.

I would be sincerely greatfull if you could tell me what programmes I would need to open files like .dll, .rez, and .cfg. As these are the main game files.

AVP2Up.dll
Binkw32.dll
Launch.dll
ltmsg.dll
mss32.dll
server.dll
Sierrapt.dll
SmackW32.dll
MP3DEC.AS6
MP3DEC.ASI
Autoexec.cfg
SierraUp.cfg
FrontData.fnt
childmodel.map
d3d.ren
ALIEN.REZ
AVP2.REZ
AVP2DLL.REZ
AVP2L.REZ
MARINE.REZ
PREDATOR.REZ
SOUNDS.REZ

All other game files can be opened and edited except .sav and BIK files. But aren't relevant to anything I want to change with the game.

I am really surprised that this game is harder to mod and play around with than more later games

such as C&C Renegade or even C&C Generals Zero-Hour.

I would be so so greatfull if you could tell me what each of these does in the game.

I know this is deep programmers stuff I might be meddling with here. I fully understand if I will need things like C++ to open .dll files.

Thanks, please help

bat66wat6

Subject: Re: AVP2 Game modding-Help plz
Posted by [BlueThen](#) on Fri, 15 Feb 2008 22:29:11 GMT
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You can't open/edit dll's without the sources..

Subject: Re: AVP2 Game modding-Help plz
Posted by [bat66wat6](#) on Fri, 15 Feb 2008 22:42:20 GMT
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What do mean by sources?

Edit:

I have managed to successfully update my AVP2 to latest version and installed avp2tools & Updated that.

Still some major issues with it. Such as not knowing a single thing how to operate it etc.(Really need help on setting up my first Map. Textures, models etc all missing. Please help me on it)

It has installed the following programmes/applications to my Aliens vs Predator 2/Tools directory.

DEdit
ModelEdit
Processor
lithrez

along with a load of other files but none are executable applications.

Can any of the above programmes aid me in what I wanna do?

Edit the Predator Net fired by the Net gun so human/alien etc stays stuck in net untill they cut themselves out or are killed in net? (Like in the film "AVP", I mean the net wouldn't just break away like it does in the game after 10 secs!)

And finally. Will any of the mods I want to do to the game affect my ability to play online?(When my Ser**I K*y problem is sorted)

Subject: Re: AVP2 Game modding-Help plz
Posted by [IronWarrior](#) on Sat, 16 Feb 2008 02:10:50 GMT
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Wrong forum to be asking these questions.

<http://www.planetavp.com/>

<http://forumplanet.gamespy.com/planetavp/>

Subject: Re: AVP2 Game modding-Help plz
Posted by [bat66wat6](#) on Sat, 16 Feb 2008 03:40:58 GMT
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Far does I guess.
There forum is a bit suckish though...

Subject: Re: AVP2 Game modding-Help plz
Posted by [IronWarrior](#) on Sat, 16 Feb 2008 03:45:06 GMT
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bat66wat6 wrote on Fri, 15 February 2008 21:40Far does I guess.
There forum is a bit suckish though...

Yeah I know.

I have the avp2 tools installed myself, but never used them yet-

Subject: Re: AVP2 Game modding-Help plz
Posted by [bat66wat6](#) on Sat, 16 Feb 2008 04:01:05 GMT
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You have AVP2?
Cool.

The most scary and adrenaline filled campaign has to be the Marines. It's different from the Aliens and Predators. You feel above your enemy, stronger and better. Whilst on the Marines your just one little soldier walking around in the dark with nothing but a Lamp, Flares and IR goggles that don't last very long to light your way. With some bad ass weapons but limited ammo!

It is a bit of a shame that Sierra didn't put a bit more effort in on the Online part of the game. Although the Campaign is great! Online is the big thing after you've done 1 or 2 of the campaigns. I wish there was a buddy list setup on AVP2

Annoying. I remember meeting one guy on a badass map. WE were both preds. We got along so well. We kept ambushing people in a jungle bit of the map. I'd plasma the guy up and jump in and outa trees then the other dude would cath him unawares and take his head of with CombiStick!

Happy Days

Subject: Re: AVP2 Game modding-Help plz
Posted by [Zion](#) on Sat, 16 Feb 2008 12:55:27 GMT
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<http://filext.com>

Search the file extention names in there and select the appropiet application for them.

.cfg files can be opened in Notepad, just open them with it.

.dll files are compiled files which you cannot edit without the source code to said files, and unless AVP is open source, you won't be getting the source code.

Subject: Re: AVP2 Game modding-Help plz
Posted by [IronWarrior](#) on Sat, 16 Feb 2008 15:10:49 GMT
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Yeah playing as Marines is the worst, you feel really weak against everything and with the beep beep sound, it gets to you.

As a Predator you feel you are in control, you are good in close combat, you got great weapons and you got stealth.

Playing the Alien is easy, as you not scared of anything and can climb anything.

Subject: Re: AVP2 Game modding-Help plz
Posted by [Starbuzz](#) on Sat, 16 Feb 2008 20:12:55 GMT
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AVP2 is an amazing game and it really scares you if you play as the Marines. I have to get this game but played the demo for all 3 sides.

Sucks to be a Marine but it's an amazing experience of fright.

Subject: Re: AVP2 Game modding-Help plz
Posted by [bat66wat6](#) on Sun, 17 Feb 2008 00:14:37 GMT

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AVP2 is really an awesome game I agree. If I aint said so already. I would only ever want to mod AVP2 to make it better or add some personnel affects that I think make it that little bit more realistic.

Such as my Predator Net that permanately traps whatever poor sod gets hit by it! They can't just sit there for 10 secs waiting for the net to spring open. They gotta cut there own way out

Still. I am a long long way of from getting to actually do what I want with the game. I got the tools but still having some problems with extracting the game files I need...

Wierd formats such as .REZ.

And. I believe that the main thing that keeps you on edge in the Marine campaign is the music and sounds.

And also your right. You do feel incontroll when your a Pred or Alien. You are faster, stronger more suited to your enemies, can negotiate terrain easier and more efficiently and don't have to rely on basic needs such as Lighting as you do when your a Marine. In a basement with your Lamp almost out of power and 7 flares left, listening for any beeps on your tracker, waiting for something to come out of the dark...

Whilst with pred theres your bad ass Optical Mask with 4 different specialised visions and aliens see there prey easier because of Theromones emitted from there bodies +Wierd vision like Riddicks that lets you see in the dark!

Subject: Re: AVP2 Game modding-Help plz
Posted by [IronWarrior](#) on Sun, 17 Feb 2008 00:15:08 GMT
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Oh there is a new Aliens Vs Predator FPS coming out soon.

Let's hope it's got a great ownage engine and good gameplay.

Subject: Re: AVP2 Game modding-Help plz
Posted by [bat66wat6](#) on Sun, 17 Feb 2008 00:25:39 GMT
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Yeah. I just pray that whoever disighned the new AVP game has done good and followed Sierras footsteps.

Do you know who has made this new AVP game?

Subject: Re: AVP2 Game modding-Help plz
Posted by [Starbuzz](#) on Sun, 17 Feb 2008 00:34:53 GMT
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OMFG! The new game is made by Rebellion and IT IS FOR PLAY STATION PORTABLE.

How stupid!

<http://www.rebellion.co.uk/avpreq.html>

Subject: Re: AVP2 Game modding-Help plz
Posted by [bat66wat6](#) on Sun, 17 Feb 2008 00:46:44 GMT
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That is completely retarded!

Sorry but, I aint even heard of Rebellion. I don't misjudge em just by first impression but they have tripped a wire there and ruined the flow of AVP Game series.

I bet the film of AVP2 is good. AVP R(requiem) but I also bet that the PSP version is totally rruubbiisshh.

This is so an OMFG WTH matter...

Subject: Re: AVP2 Game modding-Help plz
Posted by [IronWarrior](#) on Sun, 17 Feb 2008 12:03:33 GMT
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Don't know what you been reading, but that is not it.

<http://www.planetavp.com/headlines/index.shtml#226>

Quote: Aliens FPS Title Revealed

Thursday, February 14, 2008

Aliens: Colonial Marines. Gearbox's finally picked a title for its upcoming FPS game based on the Alien genre, and it takes its queue from an older Aliens game that was...sort of never released. What do you guys think of the title?

Game Informer has the scoop:

"Gearbox Software knows a thing or two about soldiering—its Brothers in Arms games have even been used to recreate key World War II battles on the History Channel. With those kind of qualifications, it seems like they'd be the perfect developer to tackle a game about Marines. Make that United States Colonial Marines. You got it—Aliens: Colonial Marines is invading consoles and PCs in 2009. We have a world-exclusive first look at the squad-based FPS, which aims to recapture the tension and desperation of the earlier films. Check out the first-ever screens of the game in action. If that's not enough, we have the first look at Cryptic Studios' latest superhero MMO, Champions Online. The City of Heroes developers are taking on PCs and consoles, too,

letting us all unleash our inner heroes—or villains. We also take Red Faction: Guerrilla apart, getting an in-depth look at the game's amazing destructible environments. Read about these games and much, much more in the new issue of Game Informer—the first place you'll see God of War: Chains of Olympus reviewed."

"Aliens: Colonial Marines." Sounds good.

Subject: Re: AVP2 Game modding-Help plz
Posted by [bat66wat6](#) on Sun, 17 Feb 2008 16:58:44 GMT
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Well whatever this new AVP is. Unless it's anything like the AVP2 or Primal Hunt I know I don't really wanna know.

I aint saying it's crap. NEver judge anything you haven't seen.
But even, If it's Primarily for PSP then I don't think it can be all that good.

Do you know if it follows the line of the AVP2 storyline?

I aint played Primal Hunt for a long time and don't know how it ends but at the end of AVP2 you see the Colonial Marines Verlok ship and crew heading back to the Solar System, then a few minutes later the Predators ship follow behind...
