
Subject: Cleaning Singleplayer levels completely

Posted by [EA-DamageEverything](#) on Tue, 26 Feb 2008 00:16:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi, I downloaded SSHTP and the new one from Reborn -SSDM. I made a package of SSDM like the pure SSGM download to make it easier for people who have less knowledge how to run this on a Server.

However, since some of the singleplayer maps are support by SSDM, I wanted to clean them up. Basically my work is sort of a reverse way Coop-Admins do with the maps. Eliminating all things which would disturb the players is the highest priority.

So I took the M01.lvl, started LE and began deleting the bots, trucks, some powerups, green script zones, tanks etc. Then I opened the original M01.mix in Renegade Ex and removed all the .txt files as I think these are the cinematics.

The mix + the ldd&lsd files went into the DATA, the Server ran and I joined. I walked around to check the modifications. Chinooks, Orcas and Apaches did fly around, the SAMs & turrets were instantly killed (Disable_Basedefenses=1!) but as I approached at HoN, I saw a big problem. A GDI Chinook came and dropped some GDI Minigunners! To get a clue what I mean, look where my Havoc is standing=

For some of you it might be n00bish, and I apologize being too lazy to get my eyes on renhelp. I prefer learning by doing and only if I would fail really hard, I will call for help. And I am at this point now on M01.

My motto is "I mean, how hard can it be?" (stolen from Jeremy Clarkson) and how hard will it be on the other maps? There are M02 + 3 + 5 + 7 + 8 waiting for me...

File Attachments

1) [landingzone.jpg](#), downloaded 718 times



Subject: Re: Cleaning Singleplayer levels completely
Posted by [Jerad2142](#) on Tue, 26 Feb 2008 00:25:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

There are some more objects on the map like Dave's arrows and script zones that will be triggering the cinematics and the flyovers, go into the instances window and just select it all and delete it.

Subject: Re: Cleaning Singleplayer levels completely
Posted by [EA-DamageEverything](#) on Tue, 26 Feb 2008 00:38:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

The flyovers aren't a problem. I thought deleting the useless waypaths isn't necessary so I left them in. What does Dave's Arrow do exactly? I've seen some of them, but honestly don't know if they can be removed without messing the map up.

I'll have a look on the instances tab now to find out more.

EDIT= Great! I don't have to walk through the whole map for removing bots and such. THX for the reply!

Subject: Re: Cleaning Singleplayer levels completely
Posted by [Stefan](#) on Tue, 26 Feb 2008 00:47:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

Edit: np.

File Attachments

1) [easy.JPG](#), downloaded 288 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



Invalid TGA format used in C:\Program Files\RenegadePublicTools\LevelEdit\tst\tiles\elevators\communications center\ob_clr_arw.tga - only 24 and 32 bit format supported
Invalid TGA format used in C:\Program Files\RenegadePublicTools\LevelEdit\tst\tiles\building aggregates\communications center\MCT_con-ref-hnd.tga - only 24 and 32 bit format supported
Invalid TGA format used in C:\Program Files\RenegadePublicTools\LevelEdit\tst\tiles\building aggregates\communications center\ply-gradient.tga - only 24 and 32 bit format supported

Subject: Re: Cleaning Singleplayer levels completely
Posted by [Jerad2142](#) on Tue, 26 Feb 2008 00:47:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

EA-DamageEverything wrote on Mon, 25 February 2008 17:38The flyovers aren't a problem. I thought deleting the useless waypoints isn't necessary so I left them in. What does Dave's Arrow do exactly? I've seen some of them, but honestly don't know if they can be removed without messing the map up.

I'll have a look on the instances tab now to find out more.
Dave's arrows only have scripts in them that trigger stuff. You can delete them all and you should be fine.

Subject: Re: Cleaning Singleplayer levels completely
Posted by [The Executor](#) on Tue, 26 Feb 2008 17:20:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Stefan wrote on Mon, 25 February 2008 18:47
Edit: np.

But then all of the sounds aren't there you would have to re-add them. Sp the "Instances" way is better.

Subject: Re: Cleaning Singleplayer levels completely
Posted by [EA-DamageEverything](#) on Wed, 27 Feb 2008 02:34:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

True, instead of building a new M01, I just removed some stuff. Anyway thx for the hint Stefan.

The small M01, 3 & 6 are done, I will prepare the others in the next days.

Subject: Re: Cleaning Singleplayer levels completely
Posted by [The Executor](#) on Wed, 27 Feb 2008 16:41:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you need help let me know, I can work on M08-M11 for you to make things easier and send you a PM with them attached.

Subject: Re: Cleaning Singleplayer levels completely
Posted by [Scrin](#) on Wed, 27 Feb 2008 17:12:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

EA-DamageEverything wrote on Tue, 26 February 2008 20:34 True, instead of building a new M01, I just removed some stuff. Anyway thx for the hint Stefan.

The small M01, 3 & 6 are done, I will prepare the others in the next days.
hmm, can i ask something, maybe you try to redone m01 and add path across hand of nod (to restore E3 beta m01)?

Subject: Re: Cleaning Singleplayer levels completely
Posted by [Veyrdite](#) on Thu, 28 Feb 2008 08:29:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Stefan wrote on Tue, 26 February 2008 11:47
Edit: np.
That would do a few things he probably wouldn't want.

- Remove VIS
- Remove Sam-sites
- Remove ladders
- Probably remove alot of tiles that were not proxied

Subject: Re: Cleaning Singleplayer levels completely
Posted by [EA-DamageEverything](#) on Thu, 28 Feb 2008 13:59:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi folks, here is my progress:

Mission 1, 3, 5, 6 and 8 are working. I didn't remove the turrets and sams, because I disabled Basedefenses in SSGM. They will be killed when the map starts. Turrets remain wrecked and smoking, the sams are still destroyed. The level looks more genuine this way.

But unfortunately I can't get M02 and M07 to work properly. I tried several different ways, but everytime I join my Server, my Client crashes down. It doesn't matter if I left some Controllers in (Cathedral, Fany's Inn etc) or not, if there are M07_GOTO_Start etc in or removed...

The other maps are ok. I removed all gates in LE -they are still there when the map is played, but soldiers can walk through them now.

So MSWindows, if you know/can make a decent Workaround for M02 + M07, please let me know. M09-11 aren't supported by SSDM, no need for them.

Subject: Re: Cleaning Singleplayer levels completely

Posted by [reborn](#) on Thu, 28 Feb 2008 14:13:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Are you going to release this stuff when you're done? With weapon spawners and stuff?

Subject: Re: Cleaning Singleplayer levels completely

Posted by [The Executor](#) on Thu, 28 Feb 2008 15:34:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah I will help and take a look at them for you. Reborn, if you tell me where to place some of the spawners and what kind of spawners I will place them for you.

Subject: Re: Cleaning Singleplayer levels completely

Posted by [EA-DamageEverything](#) on Thu, 28 Feb 2008 22:05:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yes, this is meant to be added to the recently made SSDM-Package. When it's done, someone -or you Reborn- should upload it to Game-Maps then.

SSHTP + SSDM are fresh new ideas and we should honor your work IMHO. There have been numerous mods created in the past and many of them were kept private. The Ren Universe does need new Inventions like this.

I left the maps clean and since I added a bunch of weapons to the SpawnChar via ssgm.ini, I removed all weapon spawners (players have infinite ammo) -only the health and armor-powerups will spawn like before.

Reborn, you wrote that SSHTP is similar to this. Does this mean, it uses the same custom spawn points? If so, I can create a second package for it when all sp maps are done.

Some screeners=

File Attachments

1) [m03.jpg](#), downloaded 452 times



2) [m05.jpg](#), downloaded 449 times



3) [m06.jpg](#), downloaded 459 times



Subject: Re: Cleaning Singleplayer levels completely

Posted by [reborn](#) on Fri, 29 Feb 2008 06:25:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah, the spawn points for SSDM and SSHTP are exactly indenticle.

It's great that you're taking the time to make POW spawners for the maps

Subject: Re: Cleaning Singleplayer levels completely

Posted by [The Executor](#) on Fri, 29 Feb 2008 17:12:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

I am working on M02 for ya.

Subject: U P D A T E !

Posted by [EA-DamageEverything](#) on Tue, 25 Mar 2008 15:55:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi again. I recently have found the spawn points for M10, M11 and M13 inside the source code of SSDM! Reborn didn't include these maps in the official mod announcement, but they are working fine.

So I decided to mod the threee maps and here are some screeners=

The SSDM Mod package will be finished now when MSWindows has done his work on M02 + M07...

File Attachments

1) [M10.jpg](#), downloaded 399 times



2) [M11.jpg](#), downloaded 396 times



3) [M13.jpg](#), downloaded 394 times

