First of all, I would like to introduce myself. I am known as Spikey, and this would be my first post within these forums. I have played every CNC game there was created (including Kane's Wrath), from the ages around 9. I have always enjoyed the Tiberium universe, and I have been delighted by the years of entertainment the games have served upon me. I believe I had the first opportunity to be introduced to CNC Renegade when I had purchased my computer for a years, before I had lost all my applications and data from a severe crash of which I had experienced when I was 10 or so. Even with that computer being an extremely low performer, (I believe my old max FPS for Renegade was 10...) I still loved the game. I was fascinated about the AI (actually, all AI's in every CNC game), even though it had lacked the fundamentals to be of a sufficient challenge. I played the Multiplayer Practice over and over again, for perhaps over 100 hours, because I'm like that. :D So much, to the point of strategizing to get the patrolling bots out of the base to the field by killing them, and disturbing them long enough until they use their superhuman senses to hear a shot being directed at a team mate. Perhaps it was the fact that Renegade was the first FPS of CNC that it drew me insanely close to it; so close in fact that I never have really played online for Renegade. For a few years or so, I have been searching for modifications, maps, and information on the game -- to explore, and to learn.

It was a very long time since I have had any interest in Renegade, (even with Kane's Wrath being of a huge distraction.) and I am now 15 years of age. I still remember considerable information about the cnc_c130drop.txt, and I have had recollections of the more significant people serving roles with Renegade, such as Bison, AircraftKiller, Justin Pereira, and a few more. Some of which I have noticed have been here in these forums, and I saw that these forums were still alive, so I thought I would join the community.

The first time I had known about Renx and Leveledit was an absolutely long time, and at that time, I had not known how the crap was I supposed to use such programs. Now, the hunger has become superior. I've learned very small amounts of how to operate in Renx, and in LevelEdit, but my most interest is in LevelEdit. I have acquired the basic skills of what is needed for creating bots and spawns on the preset SP and MP maps, although I have a problem with having LevelEdit of which I will explain now, before the rest.

My scenario is that I want to create/edit levels specifically for implementing AI. I always enjoyed having more of the basic infantry, and less of the special, as I've always preferred them over the more powerful ones, and that would be my main strategy to approach having my own type of map with my AI. I have created a decent start for the Mission 2 map, and I have multiple copies of it. (I saved from major change to major change, as I see that LevelEdit crashes on me very frequently...) But now the problem has struck this map. When opening, it displays the Missing Presets window, and the Error Reporting from Windows comes up displaying the familiar "... has encountered a problem and needs to close. We are sorry for the inconvenience." I am unsure of what may be causing this, as it occurs with every map there is for me, but my best approximation would be dealing with the presets. Has anyone have any advise or information for this problem?

I have the following setups for my computer and LevelEdit:
- Windows Media Edition 32bit with 64bit capable CPU.

- JonWil's LevelEdit.exe update.
- The First Decade registry fix.
- Installed Renegade.
- Updated Service Packs/Drivers.

I have inspected my editorlog, but I have not much to make out of it. If perhaps you need to see it, I shall upload it off of an external website. (Shortening it, [because there were thousands of lines of 'Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Test\characters\DUMMY.W3D'
'Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Test\characters\havoc\DUMMY.W3D' at the end of the file] still had the filesize over 1MB.)

Any answers for this first question would be gravely appreciated.

On to lesser questions...
1. Any other websites similar to Renhelp?
2. Any websites specializing in tutoring about the Renegade AI?
3. Is anyone who really specializes with the AI?
4. Does anyone have their own private AI maps of which they may share?
5. What is CPU_Neo_Vehicle_Ai a part of in CPUKiller's scripts? Where may I download that script? (Don't see it anywhere, even Google.) If no where, then what is it?
6. http://renhelp.net/index.php?mod=Tutorials&action=view&id=44 Is there a version of that map with player spawns? (Ohhh, but I had to say, that was so fascinating to me at m y first look at it.)
7. Any tutorials I should be really looking at about AI? (I believe I have seen most at Renhelp)
8. Any wrong information with my cnc_c130drop.txt file about the information? I have been working with this from time to time for myself, and most of the information builds upon it... although I definitely know my knowledge about the "Cinematic Script Commands" and such is wrong... That stuff was the most confusing to me, because there was all sorts of weird reactions to the drops. Both of the timeframe/whatever's are based on my experience on the MP practice map, with having a lot of bots drop, and I had changed the time for some of the bots. (as they kept sticking to the plane and flying off, or they went off the map or some kind of random reason of which I don't understand yet.) Some of the bots appeared later, so they didn't clip together on the field. And strange enough, the plane ceased to crush the bots and myself for that time. I've included a drop file along with the post. Again, note that I sometimes forget to update the file entirely, so some of the information is inaccurate and such. It also isn't formatted conveniently yet.
9. Any other major information regarding the c130drop.
10. How do you totally uninstall RenGuard? I seem to be receiving "Gameplay Pending" some of my campaign missions (surprisingly some saves are clear from this), and I think it is because of RenGuard.
11. Of a mod I recently discovered on RenHelp.net, which was created by Oblivion165 ("Single Player Cheats - BETA 2"), I really found interest in the Bot Drop. I would like to learn more about it, and how would I edit it? Wordpad displays too much garbage to be anywhere editable, and I cannot make much sense out of SPBots.txt, unlike the C130drops.
12. Do bots die from follow the player scripts? I've noticed this occuring (or at least again). I haven't tried the Goto Star one, though. And if so, is there a solution to stop them from dying without making them invincible?

Lastly, I would love to give thanks to people who have made things related to the AI in Renegade.
You have made my childhood more interesting and fun.

Thanks a lot for having me. :)

Below is attachments of my c130drop, a picture of a screenshot with some of my custom presets.

And requests of other uploads is welcomed to be requested. :)

File Attachments
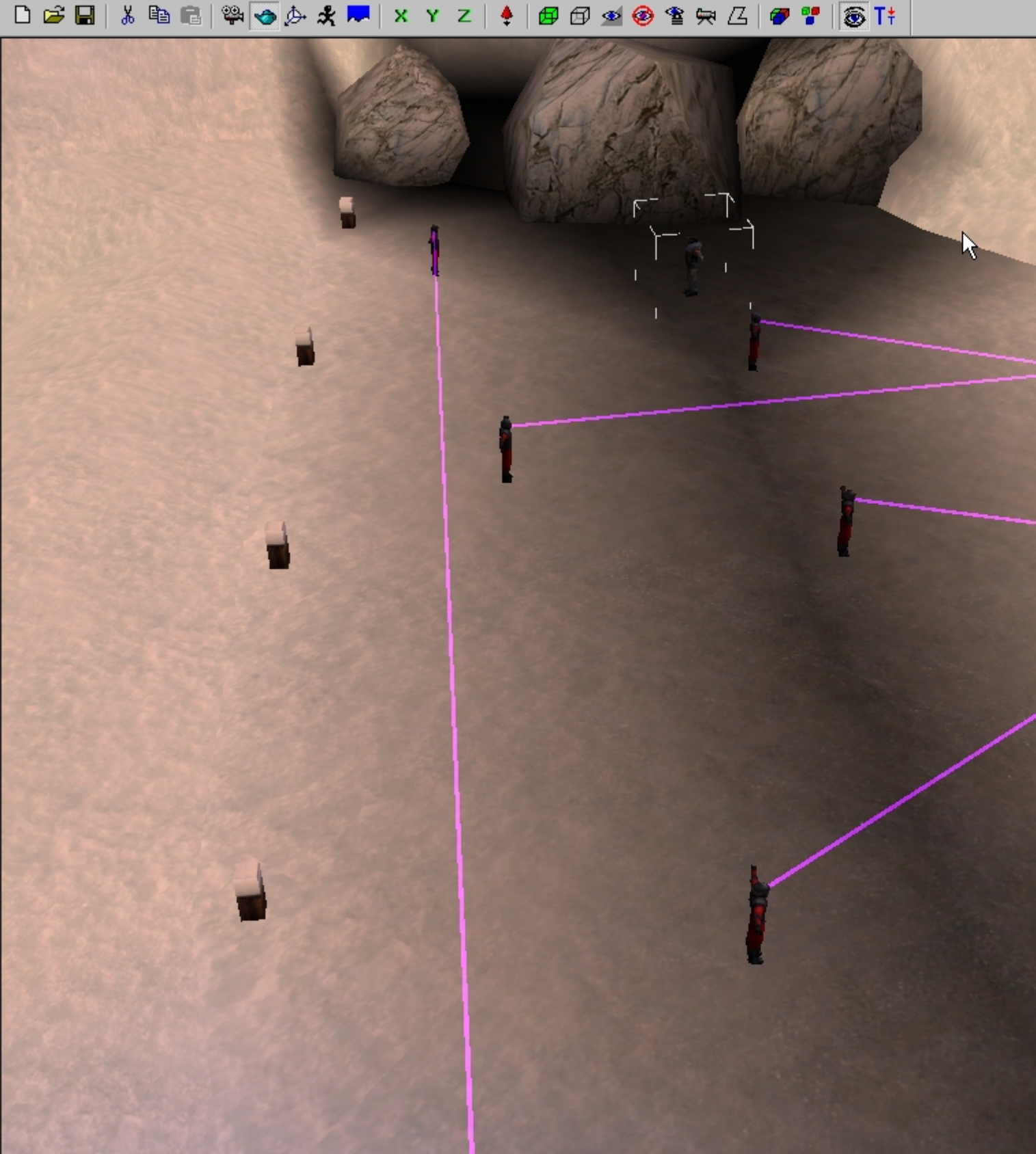1) ScreenCapture_09042008_185724.jpg, downloaded 442 times

File   Edit   View   Object   Vis   Pathfinding   Lighting   Sounds   Camera   Strings   Presets

Selection set: Nod_RocketSoldier_1Off.100101 (VisObjectId = 7441,),
Picked model: c_ag_nod_rk
Selection set: Nod Bot Spawners.100122 (VisObjectId = 7441,),

Ready

SPLevel2_Teste

```
2) cnc_c130drop.txt, downloaded 200 times
```

Subject: Re: Hello! (Lots of Renegade Questions)
Posted by Canadacdn on Thu, 10 Apr 2008 22:56:43 GMT
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Download Roleplay 2.

Subject: Re: Hello! (Lots of Renegade Questions)
Posted by Spikey00 on Thu, 10 Apr 2008 23:19:12 GMT
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Canadacdn wrote on Thu, 10 April 2008 16:56Download Roleplay 2.

I believe I had previously tried the first version... Although I cannot find what the features of the map is.

Would there be much purpose to try it out offline?

Subject: Re: Hello! (Lots of Renegade Questions)
Posted by Starbuzz on Thu, 10 Apr 2008 23:36:09 GMT
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Spikey00 wrote on Thu, 10 April 2008 18:19Canadacdn wrote on Thu, 10 April 2008 16:56Download Roleplay 2.

I believe I had previously tried the first version... Although I cannot find what the features of the map is.

Would there be much purpose to try it out offline?

Only if you like to ride a bike 90mph all alone by yourself without other humans on the map.

And also welcome to the forums! I am sure people (who know what they are talking about) will answer all your questions shortly.

Subject: Re: Hello! (Lots of Renegade Questions)
Posted by danpaul88 on Thu, 10 Apr 2008 23:55:53 GMT
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RolePlay 2 used to be decent for offline play when it had bots, now that the bots are gone I have no interest in it anymore... twas only fun as something to do when not connected to the net for

some reason, killing bots is fun.

Subject: Re: Hello! (Lots of Renegade Questions)
Posted by u6795 on Fri, 11 Apr 2008 00:46:13 GMT
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Before this turns into a thread full of idiots like most threads do, I'd like to say two things.

Firstly, welcome to the Renegade forums.

Second, it seems you haven't played the EKTRPG server, have you danpaul?

Subject: Re: Hello! (Lots of Renegade Questions)
Posted by Spikey00 on Fri, 11 Apr 2008 01:54:27 GMT
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Thanks, Starbuzz and u6795.
I'm glad to be a part of a surviving Renegade community.

--

Haha, well I do hope somebody can answer them in a while.

But if I'm mistaken, the current version doesn't have bots? What version does have bots?

Subject: Re: Hello! (Lots of Renegade Questions)
Posted by Canadacdn on Fri, 11 Apr 2008 02:15:44 GMT
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Spikey00 wrote on Fri, 11 April 2008 07:19Canadacdn wrote on Thu, 10 April 2008
16:56Download Roleplay 2.

I believe I had previously tried the first version... Although I cannot find what the features of the map is.

Would there be much purpose to try it out offline?

Offline is not what it was intended for. If you play it online, you'll have a blast.

Welcome to C&C Renegade.

Subject: Re: Hello! (Lots of Renegade Questions)

Posted by R315r4z0r on Fri, 11 Apr 2008 04:02:26 GMT
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Welcome to the forums.

Now leave, while you still have some remainder of your sanity left!

.... and TAKE ME WITH YOU!

Subject: Re: Hello! (Lots of Renegade Questions)
Posted by Goztow on Fri, 11 Apr 2008 06:24:57 GMT
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Hey Spikey and welcome! I moved your thread to the mod forum as most modding people are there.

AFAIK renhelp is the best and more or less only source for renegade modding tutorials.

Subject: Re: Hello! (Lots of Renegade Questions)
Posted by ErroR on Fri, 11 Apr 2008 13:23:56 GMT
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Hi and welcome to the forums i'm quite new here too but anyway welcome
This is not my mappack but it's cool contains many Ai maps and bots are smarter that skirmish
here:
http://www.game-maps.net/index.php?action=file&id=326

And about single player i had a mod that gives you beacons in singleplayer and it has a file that uses cinematic commands and you can edit them. (there is one more that provides godmode and beacon but i can't attach it because of the max file size so if you want it just say)

File Attachments
1) Bisens_sp_beacon_drop.zip, downloaded 134 times

Subject: Re: Hello! (Lots of Renegade Questions)
Posted by jnz on Fri, 11 Apr 2008 14:14:56 GMT
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Quote:
On to lesser questions...
1. Any other websites similar to Renhelp?
2. Any websites specializing in tutoring about the Renegade AI?
3. Is anyone who really specializes with the AI?

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4. Does anyone have their own private AI maps of which they may share?

5. What is CPU_Neo_Vehicle_Ai a part of in CPUKiller's scripts? Where may I download that script? (Don't see it anywhere, even Google.) If no where, then what is it?

6. http://renhelp.net/index.php?mod=Tutorials&action=view&id=44 Is there a version of that map with player spawns? (Ohhh, but I had to say, that was so fascinating to me at m y first look at it.)

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9. Any other major information regarding the c130drop.

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12. Do bots die from follow the player scripts? I've noticed this occuring (or at least again). I haven't tried the Goto Star one, though. And if so, is there a solution to stop them from dying without making them invincible?

1) Not that I know of.
2) No.
3) Not really, most renegade programmers will know about it though.
4) I doubt anyone would share their "private" stuff.
5) Probably a script to control vehicles.
6) Doubt it.
7) No.
8) Best thing you can do is look at the renhelp tutorial.
9) renhelp
10) Delete game.exe and rename game2.exe to game.exe
11) No idea.
12) Never heard of this happening.

Subject: Re: Hello! (Lots of Renegade Questions)
Posted by Spikey00 on Fri, 11 Apr 2008 20:47:30 GMT

Thanks once again to everyone for responding.

Thanks Error for those! I'll check them out as soon as I have the time to, today. I'll surely enjoy the SP drop mod.

Sorry about posting it in the wrong section Goztow; I wasn't too sure on where it really belonged. Thanks for moving it.

Thanks for the RenGuard answer, RoShamBo.
And what RenHelp tutorial? The most relevant one I had found was Canadacdn's "A Large List of Mission scripts and what they do" tutorial.

So does anyone have a possible answer for my first major problem?I'm stuck with nothing right now that I can do with Leveledit, unless I keep the program on constantly running without opening up anything else in it.

Thanks again.

Subject: Re: Hello! (Lots of Renegade Questions)
Posted by Jerad2142 on Mon, 14 Apr 2008 14:33:11 GMT

Oh wow, I completely missed this topic, okay then.
5. This is an excellent vehicle script, it will throw the vehicle into reverse if it gets stuck on a wall to long, it will hunt the player and all sorts of other fun stuff.
10. Make sure the player count in the LAN screen is set to 1.
12. The M01_Hunt_The_Player script will kill them if they don't get to the player in so much time, use M04_Hunter_JDG.

I am sending you a Private Message, make sure to check it, as it could greatly help your situation.

Subject: Re: Hello! (Lots of Renegade Questions)
Posted by Spikey00 on Tue, 15 Apr 2008 02:06:21 GMT

You seem to have a lot of answers, Jerad!

Is that vehicle script already implemented in Leveledit? I haven't seen it, perhaps I have missed it, if it is so.

I was speaking about my campaign missions, not with LAN. Some missions would have Gameplay Pending, and some would not; mysteriously.

Thanks! I thought that they always did... I'll immediately replace all of those instances with

M04_Hunter_JDG.

I appreciate all your efforts.

Subject: Re: Hello! (Lots of Renegade Questions)
Posted by ErroR on Fri, 18 Apr 2008 11:01:36 GMT
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Btw i forgot to mention that u need allways.dat from the full version of renegade to use the Ai
mappack.

Subject: Re: Hello! (Lots of Renegade Questions)
Posted by Jerad2142 on Fri, 18 Apr 2008 13:49:12 GMT
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You need a multi scripts loader to use the CPU scripts, as by default they are not in Jonwil's
scripts.

Subject: Re: Hello! (Lots of Renegade Questions)
Posted by Spikey00 on Sun, 20 Apr 2008 01:26:37 GMT
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May you provide an interpretation of what a multi scripts loader may be, Jerad?

Oh, and I had no problems (at least I think I didn't...) in viewing those maps.

EDIT: Those maps as in the AI mappack.

Subject: Re: Hello! (Lots of Renegade Questions)
Posted by Veyrdite on Sun, 20 Apr 2008 03:03:50 GMT
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Its JFW_CPU_NEO_AI, but it has half the options that are presented in the tutorial.
The level probably won't load because you either stuffed up the presets and/or deleted terrain
meshes, which makes LE sad.
We need a new 3rd-party level-edit! One from scratch!

EDITNon-renhelp tutorial

EDIT2: http://www.cncden.com/ren_map_tutorial/f21.jpg -especially helpful

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Subject: Re: Hello! (Lots of Renegade Questions)
Posted by Spikey00 on Wed, 23 Apr 2008 23:17:17 GMT
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Okay. I'll keep in mind about that... Hopefully the less significant commands are not remnant.

Yeah... Level edit is way too complicated with compatibility issues, and I suppose the interface.

Thanks!

Subject: Re: Hello! (Lots of Renegade Questions)
Posted by Jerad2142 on Thu, 24 Apr 2008 04:11:30 GMT
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File Attachments
1) XPSettigns and possibile vista settings.bmp, downloaded 402 times

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Subject: Re: Hello! (Lots of Renegade Questions)
Posted by saberhawk on Thu, 24 Apr 2008 04:41:14 GMT
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No need to disable desktop composition and visual settings under Vista. The only thing that would really be of use is running under XP compat mode.