Subject: how would i import a mod pkg?
Posted by Distrbd21 on Wed, 17 Sep 2008 01:57:50 GMT
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I have been trying to import a mod of mine for like 30 mins now and can't figer out how to.

Subject: Re: how would i import a mod pkg?
Posted by samous on Wed, 17 Sep 2008 02:34:49 GMT
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if you mean "install", just put the .pkg file in your renegade data dirrecotie:

The First Decade:
C:/Program Files/EA Games/The First Decade/Renegade (tm)/Renegade/Data

Normal:
C:/WestWood/Renegade/Data
(i think)

then just run the game and when *HOSTING* a game, go to the map selection, and click on the mod pakadge area, then select yours.

Subject: Re: how would i import a mod pkg?
Posted by Distrbd21 on Wed, 17 Sep 2008 03:50:01 GMT
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i know that but im talking for LEVELEDIT.

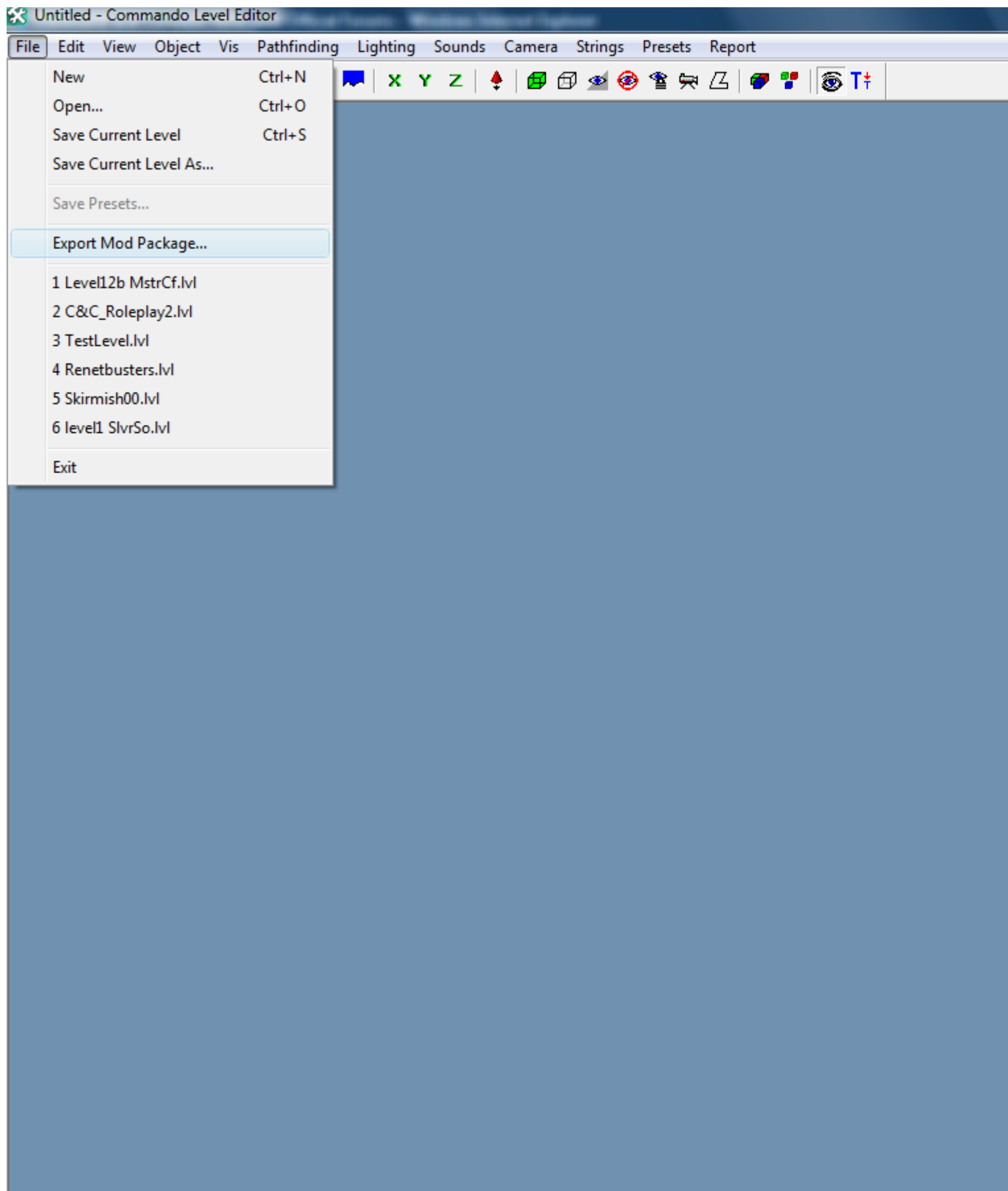Subject: Re: how would i import a mod pkg?
Posted by Jerad2142 on Wed, 17 Sep 2008 05:33:12 GMT
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File Attachments
1) export.png, downloaded 366 times

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report

New	Ctrl+N
Open...	Ctrl+O
Save Current Level	Ctrl+S
Save Current Level As...	
Save Presets...	
Export Mod Package...	
1 Level12b MstrCf.lvl	
2 C&C_Roleplay2.lvl	
3 TestLevel.lvl	
4 Renetbusters.lvl	
5 Skirmish00.lvl	
6 level1 SlvrSo.lvl	
Exit	

X Y Z

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\C&C_Islands\characters\FullMoon.tga
Resetting device.
Device reset completed

Export this mod package to the game.

Subject: Re: how would i import a mod pkg?
Posted by Distrbd21 on Wed, 17 Sep 2008 07:29:43 GMT
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read my post i want to import a mod not export a mod damn

Subject: Re: how would i import a mod pkg?
Posted by saberhawk on Wed, 17 Sep 2008 07:41:48 GMT
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Distrbd21 wrote on Wed, 17 September 2008 02:29read my post i want to import a mod not export a mod damn

The answer is basically this; "You don't."

Subject: Re: how would i import a mod pkg?
Posted by ErroR on Wed, 17 Sep 2008 13:31:42 GMT
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Saberhawk wrote on Wed, 17 September 2008 10:41Distrbd21 wrote on Wed, 17 September 2008 02:29read my post i want to import a mod not export a mod damn

The answer is basically this; "You don't."
i say u can but not sure about lvl files.

Create a new mod
u open the mod with ren ex
extract everything in the mod folder
replace objects.ddb with the standart objects.ddb (*mod name*>Presets)
then replace other files with the standart ones (ini's and others)
then using level redit get the lvl file and ur done (i imported some mods but not lvls)

Subject: Re: how would i import a mod pkg?
Posted by MacKinsey on Wed, 17 Sep 2008 15:39:21 GMT
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Jerad Gray wrote on Wed, 17 September 2008 00:33
Could u sent me the RolePlay Data?

Subject: Re: how would i import a mod pkg?
Posted by Canadacdn on Wed, 17 Sep 2008 16:59:09 GMT
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I'll reply for Jerad, and the rest of the RP2 team: "Fuck no."

Subject: Re: how would i import a mod pkg?
Posted by MGamer on Wed, 17 Sep 2008 18:24:45 GMT
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i heard that there is something called level re-edit that can do that not sure

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Subject: Re: how would i import a mod pkg?
Posted by saberhawk on Wed, 17 Sep 2008 18:31:23 GMT
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MGamer wrote on Wed, 17 September 2008 13:24i heard that there is something called level re-edit that can do that not sure

Doesn't work for pkgs