Subject: Intro + Some Questions
Posted by Altzan on Tue, 30 Sep 2008 23:24:21 GMT
View Forum Message <> Reply to Message

Hi there, Renegade Forums! I'm Altzan, and Ive been observing your forums for some time now. I have registered as a member of the forums, and, unfortunately for you, I have a lot of questions. So if you could, I would appreciate any help you could give me.
First though, a bit about me. I am a big CnC fan, especially of the Tiberian Series, including Renegade of course. I make small little maps\mods for me and my brothers' enjoyment. I have made a botfighting map, a beta co op map, and am working on a crazy vehicle mod. Nothing fancy, just heightfield maps with temped presets for a specific purpose. Not worthy of these forums on other words.
But I do want to learn how to edit and mod Renegade more effectively, so I have several questions I'd like to ask. Again, any help will be greatly appreciated.

1] What is the best method to take a campaign mission map and use it as a LAN or internet map? I have tried importing the map and deleting most of the elements (script zones, sapwners, waypaths, etc.) but when I test the map with only startup spawners on it, it is really laggy. I read somewhere on the forums about visual sectors, is that the solution?

2] Is it possible to rig the GDI hovercraft for player use, and how? When I tried the visual camera was screwed up and I could only turn, not move. I was certain to make sure it was above ground, had appropriate transitions and that it was a VTOL vehicle (I want it to fly). Impossible or am I doing it wrong?

3] What is the best way to make Neo Bot Vehicles follow you? Mine tend to stop a lot and refuse to move.

4] Are server side mods (IE an AOW mod) able to be integrated into .pkg files and played thatway? I have been enticed by cool features such as AOW, CTF, CO OP with everyone on team GDI, and whatnot. But I am unsure how to go about this with a .pkg mod if it is even possible.

5] Anyone know of a website\community with Renegade models to use? I found models of the component towers from Tiberian Sun and was impressed by them, I was curious to know if there were others out there.

That is all I can remember at the moment.
Thanks, and I am glad to be here with a great Renegade community!

..Altzan..

Subject: Re: Intro + Some Questions
Posted by Lone0001 on Tue, 30 Sep 2008 23:33:46 GMT
View Forum Message <> Reply to Message

For #5:

http://renhelp.net/index.php?mod=Models

http://ren.game-maps.net/index.php?action=category&id=184

http://ren.game-maps.net/index.php?action=category&id=183

Subject: Re: Intro + Some Questions
Posted by Altzan on Wed, 01 Oct 2008 14:25:32 GMT
View Forum Message <> Reply to Message

Thank you for the links, Lone. I really like that mini-obelisk

---

Subject: Re: Intro + Some Questions
Posted by Altzan on Thu, 02 Oct 2008 12:23:43 GMT
View Forum Message <> Reply to Message

I found a mod that had a workable Hovercraft, but I still can't duplicate it. At least I know it's possible.

I also think the best way to make bots follow you is Hunt_The_Player, but I don't know how well that works, haven't tested.

Still curious about the single-player levels and serverside-mods things though.

Subject: Re: Intro + Some Questions
Posted by GEORGE ZIMMER on Thu, 02 Oct 2008 12:45:47 GMT
View Forum Message <> Reply to Message

Hunt the player makes them follow then nearest player, and as far as I know, they won't stop until either the person dies, or they die.

As for the hovercraft, I don't entirely know how to get it to work, but chances are likely you'd need to mess with alot of the physics settings and the transition settings.

Subject: Re: Intro + Some Questions
Posted by Altzan on Thu, 02 Oct 2008 13:16:22 GMT
View Forum Message <> Reply to Message

I'm positive it's the physics. I might need to play the mod with the hovercraft, get in it, use the Edit_Vehicle command, and copy down the physics settings... that feels like stealing though

---

Hunt the player would probably work. I think it would be cool for a bot tank to spawn/be built, goto the nearest person, follow them, and shoot enemies. I'll try to test the effectiveness of that soon when I have time.

Hopefully the hunt script will make it follow the nearest player, not just the host or something similar.

Subject: Re: Intro + Some Questions
Posted by jnz on Thu, 02 Oct 2008 13:27:10 GMT
View Forum Message <> Reply to Message

Copy the orca vtol and change the model to the hovercraft.

Subject: Re: Intro + Some Questions
Posted by Altzan on Thu, 02 Oct 2008 23:12:17 GMT
View Forum Message <> Reply to Message

RoShamBo wrote on Thu, 02 October 2008 08:27Copy the orca vtol and change the model to the hovercraft.

This worked... sort of. The front right propeller spins on the Z axis instead of x, and the others dont spin at all. Not that I mind I guess

The waterspray sure is annoying but its probably too much effort to fix. And I had to change the Encyclopedia number to 22 for a better view.

Thanks for the tip, it flies now

Subject: Re: Intro + Some Questions
Posted by Veyrdite on Fri, 03 Oct 2008 03:21:21 GMT
View Forum Message <> Reply to Message

You may wish to use M00_Action rather than Neo for your vehicles, as it has way more options. Server-side mods can be incorporated into mixes and packages only if they are modified presets. Things like chat commands cannot (yet).

Single-player maps have a system called VIS. VIS hides meshes of the map you can't see from your current position according to where you are standing. Under each normally reachable area of the map, hidden polygons determine VIS sectors. Your problems is you've probably made the spawners on top of buildings, and so the whole huge map is rendered until you walk over one of the VIS sectors. On the LE toolbar there is a button to show these sectors why you are in walk around mode.

Subject: Re: Intro + Some Questions
Posted by Altzan on Fri, 03 Oct 2008 13:28:06 GMT
View Forum Message <> Reply to Message

Dthdealer wrote on Thu, 02 October 2008 22:21You may wish to use M00_Action rather than Neo for your vehicles, as it has way more options.

Awesome, I'll give it a try. Thanks.

Dthdealer wrote on Thu, 02 October 2008 22:21Server-side mods can be incorporated into mixes and packages only if they are modified presets. Things like chat commands cannot (yet).

I figured as much, just wanted some confirmation. Thanks again.

Dthdealer wrote on Thu, 02 October 2008 22:21Single-player maps have a system called VIS. VIS hides meshes of the map you can't see from your current position according to where you are standing. Under each normally reachable area of the map, hidden polygons determine VIS sectors. Your problems is you've probably made the spawners on top of buildings, and so the whole huge map is rendered until you walk over one of the VIS sectors. On the LE toolbar there is a button to show these sectors why you are in walk around mode.

Actually (I'm referring to M02, the snow mission) I put the spawners practically on the same spot as where you spawn in the real level. Question- are the VIS presets? I deleted a lot of mission-specific instances off of the instances menu (waypoints, spawners, objectives, etc.) and pretty much left only powerups, the terrain, tiles, and transitions. Did I possibly delete it, or is the VIS combined with the terrain?

Subject: Re: Intro + Some Questions
Posted by samous on Sat, 04 Oct 2008 18:58:00 GMT
View Forum Message <> Reply to Message

Not to be pesky or anytrhing, but would you be kind enough to release any thing? Even if no one uses it, we can still see how good your skills are/ or are not. (By the sound of it, seems like you have skill)

=Samous

Subject: Re: Intro + Some Questions
Posted by Altzan on Sun, 05 Oct 2008 00:38:01 GMT
View Forum Message <> Reply to Message

samous wrote on Sat, 04 October 2008 13:58Not to be pesky or anytrhing, but would you be kind enough to release any thing? Even if no one uses it, we can still see how good your skills are/ or are not. (By the sound of it, seems like you have skill)

=Samous

WHAT THE FREAK.
You asked a the worst possible time. My laptop which holds all my files just blue-screened itself to
**** and back yesterday. I am not joking. Unless I can figure out the problem I have lost renegade
and ALL MY FILES to it as well!

Eh. Sorry for the rant.

If I can fix the thing, then I will release what I have. A couple of friends have a few of them so I'll
post them when I have time. Until then... *buries laptop in a grave*

Thanks for the replies everyone.

PS I saw at least 5 different exotic errors yesterday, but as of now the only two are:
error with ntfs.sys
error '#4' on Windows Startup Disk I attempted to use to fix my computer

---

Subject: Re: Intro + Some Questions
Posted by Altzan on Sun, 05 Oct 2008 19:52:37 GMT
View Forum Message <> Reply to Message

I want to dance for joy right now.
I used the Microsoft Recovery Console to copy the files I wanted to keep to an external Jumpdrive
(I had to copy EVERY FILE BY HAND TYPING AUGGGHH) and then completely wiped the HD
and reinstalled Windows. So I saved my files and got my laptop back!
Not all is good though. Before I logged on here to report, the laptop bluescreened again. So it runs
but is still unstable. I'll just use it for quick and comfortable internet access from now on and do my
Renegade stuffs on my PC (even though it has a history of crashing when running Renegade).

EDIT: Never mind, the laptop died again. (Buries in grave) I'll just use my PC from now on.
Samous, I will release what I have made if you so desire. It will take a day or two however, I need
to set up Renegade and Leveledit and all that on my PC.
Later.

-Altzan

Subject: Re: Intro + Some Questions
Posted by Veyrdite on Mon, 06 Oct 2008 00:18:35 GMT
View Forum Message <> Reply to Message

www.ubuntu.com

The VIS sectors are polygons and are part of the map's mesh. Go to the instances tab, double
click on you terrain and check the tick-boxes next to all of the sectors startng with VIS to see
them.

To fix your problem either re-calculate VIS or just discard all VIS data via the VIS menu at the top of LE, at the expense of your framerate.

Subject: Re: Intro + Some Questions
Posted by Altzan on Mon, 06 Oct 2008 00:25:49 GMT
View Forum Message <> Reply to Message

LOL @ Ubuntu
My problems are hardware based, not software based. If I get Ubuntu it would probably still crash a lot.

That VIS tutorial is way too complicated for a gmax noob like me. If they're not there on the terrain in LE, I'll just abandon the idea...

Thanks.

Subject: Re: Intro + Some Questions
Posted by Veyrdite on Mon, 06 Oct 2008 05:36:51 GMT
View Forum Message <> Reply to Message

Altzan wrote on Mon, 06 October 2008 10:25LOL @ Ubuntu
My problems are hardware based, not software based. If I get Ubuntu it would probably still crash a lot.

That VIS tutorial is way too complicated for a gmax noob like me. If they're not there on the terrain in LE, I'll just abandon the idea...

Thanks.
VIS is not complicated at all. As I said, either dump/remove all VIS data from the level at the cost of your framerate or just re-calculate vis as described half-way through the tutorial. If you just wish to fix the problem, don't bother reading the theory work and don't bother with manual VIS spots or low granularities.

Subject: Re: Intro + Some Questions
Posted by Altzan on Mon, 06 Oct 2008 19:38:00 GMT
View Forum Message <> Reply to Message

Ok, I understand. I'll take a look at the tutorial in more detail.
Also I will get what I have made up on a webpage soon but I won't be able to make progress on new ones for a while, my access to a computer is limited.

(PS I tried Ububtu and my computer still messes up. Instead of a bluecreen it just freezes.)

Subject: Re: Intro + Some Questions
Posted by Altzan on Wed, 08 Oct 2008 15:12:25 GMT
View Forum Message <> Reply to Message

Forget the website. I'll just post the files here so you can get a basic idea of my skills. Irrelevant really, because I have barely any time to mod Renegade anymore. I'll do my best though.
PM me any questions.

www.retrohhr.com/imabookfreak/coop.rar
  (horribly basic co-op)

www.retrohhr.com/imabookfreak/inf1.rar
(infantry fighting)

www.retrohhr.com/imabookfreak/inf2.rar
 (same as above but you're invincible)

www.retrohhr.com/imabookfreak/vehcombat.rar
 (map with vehicles to get in, some random bots)

Subject: Re: Intro + Some Questions
Posted by samous on Thu, 09 Oct 2008 00:16:30 GMT
View Forum Message <> Reply to Message

Altzan wrote on Sat, 04 October 2008 17:38My laptop which holds all my files just blue-screened itself to **** and back yesterday.

BTW, thats called the "Blue Screen Of Death" to any nerd. It's ok for the ranting, and also ok if it takes a few days to upload. I can w8. Thanks for you kind replie, instead of some one pissed of for asking.

=Samous

EDIT: LOL! I just reallised what the last post b4 mine was, sry.

EDIT*2: and, wich is the map with the hover craft? (if it is there). The idea you used sounded cool, and i whanted to try.

Subject: Re: Intro + Some Questions
Posted by Altzan on Thu, 09 Oct 2008 13:17:50 GMT
View Forum Message <> Reply to Message

I knew it was a BSOD, I just didn't want to call it that because "bluescreened itself to **** and back" seemed more appropriate

Also, I deleted the hovercraft because it was hard to see where I was flying it and it wouldn't hold up the vehicles I put on it (which was my origional intention). But here's some quick instruction on how to set it up:

Open the GDI_Vehicle_Hovercraft preset. Goto physics, copy the model path it uses.
Make a temp of GDI Orca (or Apache, but I think Orca's better because you do not have to copy its Encyclopedia ID value, which controls the viewpoint).
Name the temp something like GDI_Hovercraft_Player
Change its model path to the one you copied
Go to transitions and edit the transitions to allow players to enter/exit the hovercraft
That's pretty much all I had to do to get it working.

Subject: Re: Intro + Some Questions
Posted by Jerad2142 on Thu, 09 Oct 2008 14:58:32 GMT
View Forum Message <> Reply to Message

To get bots to follow you you need to open up your level and place a pathfind node, then generate the sectors. Pathfind tells a bot where it can move without getting stuck on a wall. Where ever the bot does not detect a pathfind network, it will not move which is why your bots don't follow you even if you have M04_Hunter_JDG attached to them.

File Attachments
1) pathfind.PNG, downloaded 238 times

Invalid TGA format used in C:\Program Files\RenegadePublicTools\LevelEdit\Scripts\tiles\building aggregates - multiplay\mp - gdi barracks\bar_pct_master.tga
Invalid TGA format used in C:\Program Files\RenegadePublicTools\LevelEdit\Scripts\tiles\building aggregates - multiplay\mp - nod power plant\ply-gradient.tga
TimeManager::Update: warning, frame 2033 was slow (11719 ms)

Build bounding volumes for all static obstacles in the world.

Subject: Re: Intro + Some Questions
Posted by Altzan on Thu, 16 Oct 2008 05:28:32 GMT
View Forum Message <> Reply to Message

For future reference to those viewing this topic:
Open Leveledit
New Mod
Goto Terrain->Levels: SinglePlayer->[InsertLevelHere]->
Open all presets inside (terrain, includes, etc.)
THIS INCLUDES VIS SECTORS
Add stuff to your chosen map and enjoy

Currently using Mission 2 and adding bots and stuff, FYI

Thanks for replies, all.

(Also apology for bump and really bad instruction... perhaps someone could donate a screenshot?)

Subject: Re: Intro + Some Questions
Posted by Jerad2142 on Thu, 16 Oct 2008 15:51:06 GMT
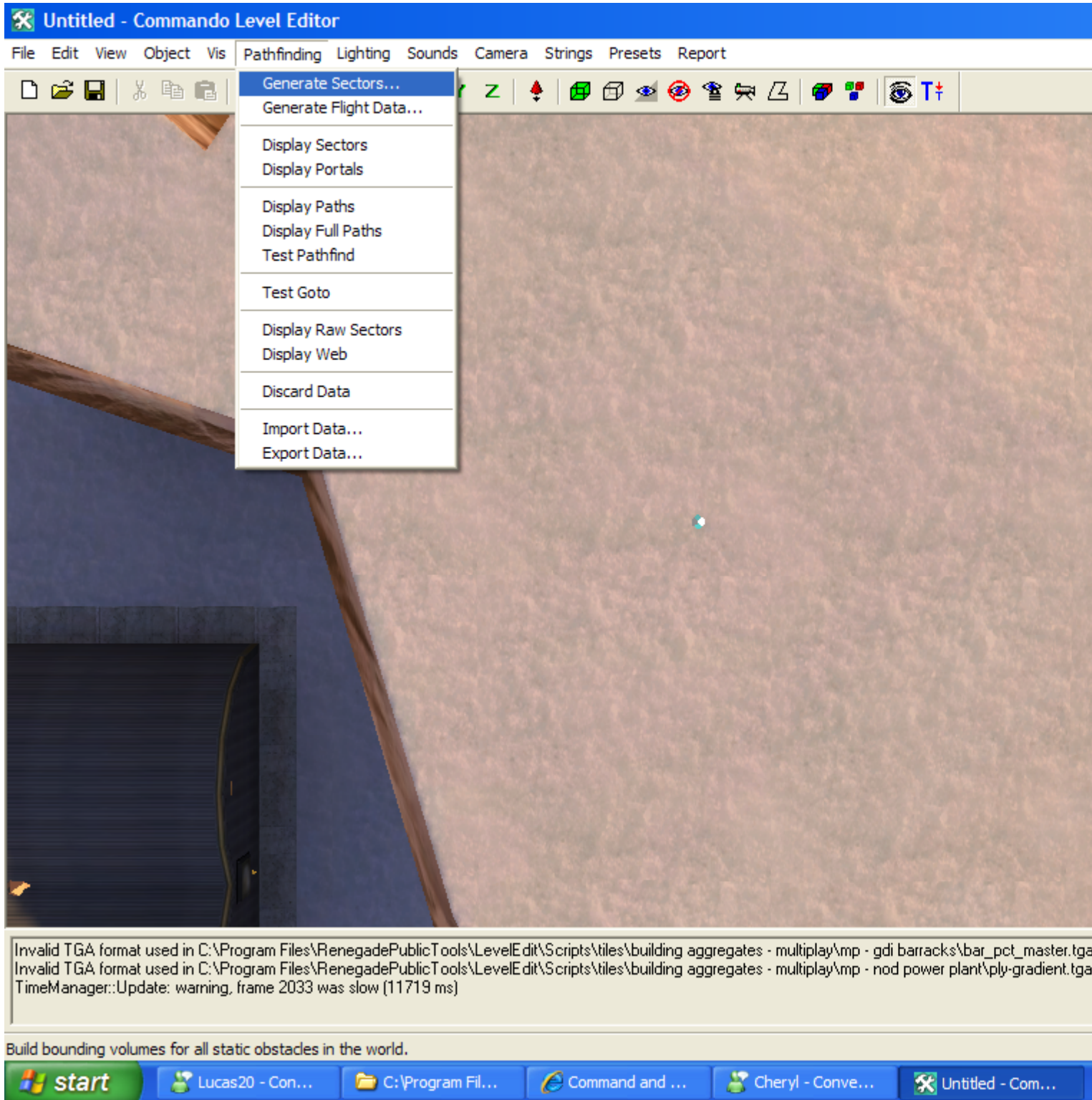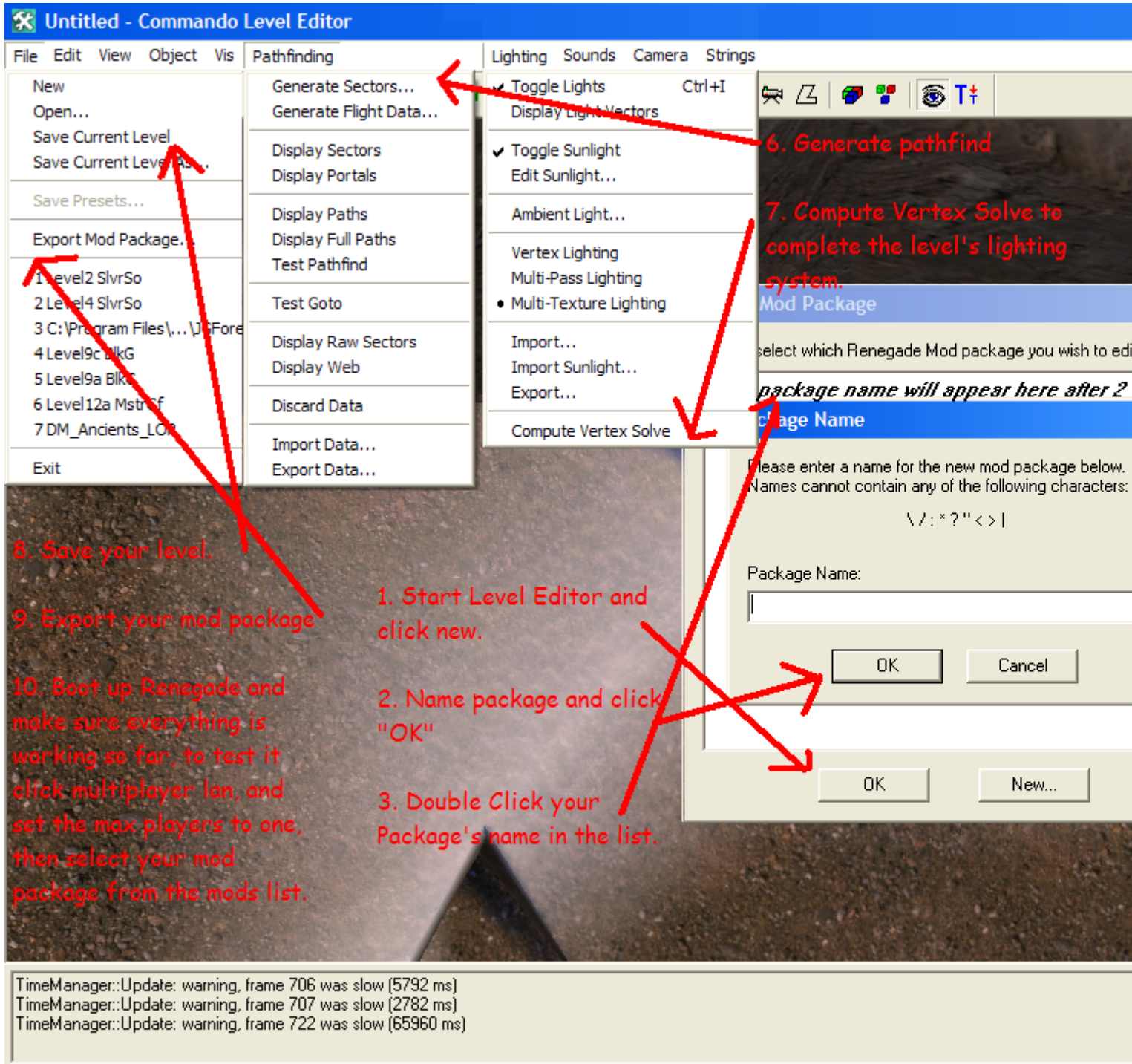View Forum Message <> Reply to Message

File Attachments
1) basic setup with stepsB.PNG, downloaded 199 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding   Lighting Sounds Camera Strings

File menu:
- New
- Open...
- Save Current Level
- Save Current Level As...
- Save Presets...
- Export Mod Package...
- 1 Level2 SlvrSo
- 2 Level4 SlvrSo
- 3 C:\Program Files\...\JFore
- 4 Level9c BlkG
- 5 Level9a BlkG
- 6 Level12a MstrSf
- 7 DM_Ancients_LOF
- Exit

Pathfinding menu:
- Generate Sectors...
- Generate Flight Data...
- Display Sectors
- Display Portals
- Display Paths
- Display Full Paths
- Test Pathfind
- Test Goto
- Display Raw Sectors
- Display Web
- Discard Data
- Import Data...
- Export Data...

Lighting menu:
- Toggle Lights   Ctrl+I
- Display Light Vectors
- ✓ Toggle Sunlight
- Edit Sunlight...
- Ambient Light...
- Vertex Lighting
- Multi-Pass Lighting
- • Multi-Texture Lighting
- Import...
- Import Sunlight...
- Export...
- Compute Vertex Solve

6. Generate pathfind

7. Compute Vertex Solve to complete the level's lighting system.

Mod Package

...select which Renegade Mod package you wish to edit

package name will appear here after 2

...age Name

Please enter a name for the new mod package below.
Names cannot contain any of the following characters:

\ / : * ? " < > |

Package Name:

[   ]

OK   Cancel

OK   New...

8. Save your level.

9. Export your mod package

10. Boot up Renegade and make sure everything is working so far, to test it click multiplayer lan, and set the max players to one, then select your mod package from the mods list.

1. Start Level Editor and click new.

2. Name package and click "OK"

3. Double Click your Package's name in the list.

TimeManager::Update: warning, frame 706 was slow (5792 ms)
TimeManager::Update: warning, frame 707 was slow (2782 ms)
TimeManager::Update: warning, frame 722 was slow (65960 ms)

start   **I RAN OUT OF SPACE, SO I DID NOT EXPLAIN HOW TO DO VIS, BUT VIS IS NO...**

Subject: Re: Intro + Some Questions
Posted by Altzan on Thu, 16 Oct 2008 22:51:08 GMT
View Forum Message <> Reply to Message

Thank you for the screenshot, Jerad.
When you follow this method, for the most part VIS is not a problem, at least it wasn't for M02... I tried it and only had lag at the dam part.
Also thanks for the pathfind help.