Subject: How To Make a Renegade Campaign?
Posted by **F1AScroll** on Tue, 10 Mar 2009 02:04:21 GMT

View Forum Message <> **Reply to Message**

I was thinking about making a total conversion. It's mainly focused on multiplayer, but it's goal is to innovate, and I want to innovate singleplayer Ren just like multiplayer. First off, how would I make a singleplayer map load instead of the tutorial or the campaign. Second, can I make a second campaign? Third, what can I use in singleplayer that I can't in multiplayer, and what can't I use in multiplayer that I can in singleplayer? Fourth, do PTs work in singleplayer? Finally, would it be possible to add an option to access the encyclopedia to the main menu and to edit what is available in the encyclopedia? Thanks in advance.

Subject: Re: How To Make a Renegade Campaign?
Posted by **IronWarrior** on Tue, 10 Mar 2009 03:35:00 GMT

View Forum Message <> **Reply to Message**

f1ascroll wrote on Mon, 09 March 2009 20:04I was thinking about making a total conversion. It's mainly focused on multiplayer, but it's goal is to innovate, and I want to innovate singleplayer Ren just like multiplayer. First off, how would I make a singleplayer map load instead of the tutorial or the campaign. Second, can I make a second campaign? Third, what can I use in singleplayer that I can't in multiplayer, and what can't I use in multiplayer that I can in singleplayer? Fourth, do PTs work in singleplayer? Finally, would it be possible to add an option to access the encyclopedia to the main menu and to edit what is available in the encyclopedia? Thanks in advance.

Yes you can do all this.

You never played in a COOP server, these are just SP missions online.

All done through the Level Editer.

http://www.RenegadeHelp.NET has lots of useful guides on how to use the Level Editer.

Subject: Re: How To Make a Renegade Campaign?
Posted by **F1AScroll** on Tue, 10 Mar 2009 10:36:58 GMT

View Forum Message <> **Reply to Message**

I meant like being able to overwrite mission 1 with my own level. I know about Co-Op maps. At some point, I might try my hand at one, but I'm a bit busy trying my hand at everything else. IF I were to paste a custom M01.mix into the data folder, then when I hit campaign, would it load?

Also, I can't find anything about making the encyclopedia available from the menu. Which tutorial is that in? Or what option in Level Edit allows you to do that? I'm using Jon Wil's Level Edit, if that matters. I think the only difference might be that that it can make .mix files. Thanks in advance.

Subject: Re: How To Make a Renegade Campaign?
Posted by ErroR on Tue, 10 Mar 2009 12:38:31 GMT
View Forum Message <> Reply to Message

Sounds really hard and will take away much time, almost-impossible to do it alone

Subject: Re: How To Make a Renegade Campaign?
Posted by IronWarrior on Tue, 10 Mar 2009 14:12:28 GMT
View Forum Message <> Reply to Message

You should be able to over-write the SP missions but I never done it before.

Subject: Re: How To Make a Renegade Campaign?
Posted by ErroR on Tue, 10 Mar 2009 16:13:55 GMT
View Forum Message <> Reply to Message

extract campaign.ini and edit the settings there

Subject: Re: How To Make a Renegade Campaign?
Posted by mrÃ£Ã§Ä·z on Tue, 10 Mar 2009 16:40:03 GMT
View Forum Message <> Reply to Message

ErroR wrote on Tue, 10 March 2009 13:38Sounds really hard and will take away much time,
almost-impossible to do it alone
Are you sure?

Subject: Re: How To Make a Renegade Campaign?
Posted by ErroR on Tue, 10 Mar 2009 16:48:15 GMT
View Forum Message <> Reply to Message

nice

Subject: Re: How To Make a Renegade Campaign?
Posted by F1AScroll on Tue, 10 Mar 2009 19:40:31 GMT
View Forum Message <> Reply to Message

ErroR wrote on Tue, 10 March 2009 12:13extract campaign.ini and edit the settings there
Yay! I will check this out now.

Subject: Re: How To Make a Renegade Campaign?
Posted by YazooGang on Tue, 10 Mar 2009 23:29:27 GMT
View Forum Message <> Reply to Message

I recommand you to wait for Scripts 4.0 because it will have more functions.

Subject: Re: How To Make a Renegade Campaign?
Posted by F1AScroll on Wed, 11 Mar 2009 01:52:41 GMT
View Forum Message <> Reply to Message

I tried copying objects.ddb, CCCM00.ddb, campaign.ini, the strings thingy, and CCCM00.mix (created with jonwil's LevelEdit) into the Data folder, but it didn't show any briefing text (I didn't modify the text pointers for that or any level, BTW), and it crashed a small bit before the loading bar was full. Then, when I put in a GDI spawn and ran it as a pkg in multi, it crashed. I might have also copied over a few other files, such as the .ldd and .lsd files. Is that a problem? There's also some files I copied to data called conv10.cdb and temps20.ddb. Some files included below.

P.S. Just realized: temps might mean "object temps" instead of "temporary JonWil LevelEdit files". If I'm going to replace the objects.ddb, should I use "add" instead of temp? Is there any way to just change and add to a temp?

File Attachments
1) strings.zip, downloaded 175 times
2) C&C_City_BuildTest.zip, downloaded 168 times
3) asset_report.txt, downloaded 172 times
4) CCCM00.lvl, downloaded 153 times
5) CCCM00.ddb, downloaded 178 times
6) campaign.ini, downloaded 171 times
7) objects.zip, downloaded 175 times
8) conv10.cdb, downloaded 182 times
9) temps20.ddb, downloaded 177 times
10) C&C_City_BuildTest.ddb, downloaded 161 times

Subject: Re: How To Make a Renegade Campaign?
Posted by F1AScroll on Wed, 11 Mar 2009 02:27:56 GMT
View Forum Message <> Reply to Message

Sorry to double post, but I needed to post 3 more files. Crash reports. 3 and 4 are from after I changed from "temp"s to "add"s. Vanilla is from the unmodded Ren install I have (with temps instead of adds). You all have played DooM, right? Thanks in advance.

File Attachments
1) crashdump4.txt, downloaded 216 times
2) crashdump2vanillia.txt, downloaded 231 times
3) crashdump3.txt, downloaded 237 times
4) crashdump2.txt, downloaded 272 times

Subject: Re: How To Make a Renegade Campaign?
Posted by Reaver11 on Wed, 11 Mar 2009 19:50:31 GMT
View Forum Message <> Reply to Message

Do you want to make it clientside or serverside?

Subject: Re: How To Make a Renegade Campaign?
Posted by Lone0001 on Wed, 11 Mar 2009 20:08:20 GMT
View Forum Message <> Reply to Message

NVM

Subject: Re: How To Make a Renegade Campaign?
Posted by F1AScroll on Thu, 12 Mar 2009 02:01:21 GMT
View Forum Message <> Reply to Message

EDIT: I found out Core Patch 2 broke my Single Player mode, so I reinstalled and tried 1037. It still worked, and I messed around with objects.ddb and stuff. How do I make it so you get encyclopedia entries on the Steel Talons pistol and the Spice Sabre? I didn't see an ID setting on the weapons (that is, the weapons in the Munitions->Weapons folder).

I haven't messed with custom levels yet. By-the-way, I know about campaigns.ini, but how do I edit what Tutorial and Skirmish do? I wanted to replace the tutorial with another version without overridding the original file. I was also thinking about having it as a second campaign. I might even have skirmish as a third, should I feel particularly bored some day. Also, I couldn't find Skirmish in menu.ini. How would I make it appear in the Single Player sub-menu?

By the why, has anyone messed with gangs.ini?

EDIT: Duh! I forgot instructions! Unzip both .zips to the same folder, then copy all the files in the folder "ModFiles" into your Renegade's Data folder. When you want to uninstall, just delete strings.tdb, objects.ddb, and weapons.ini.

File Attachments
1) CCCSPModFilesR1p1.zip, downloaded 182 times
2) CCCSPModFilesR1p2.zip, downloaded 180 times