Subject: Drop Beacon Tutorial
Posted by The Party on Wed, 06 May 2009 14:08:30 GMT
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Well here it is...

I would have added a spoiler but, the pictures did not work in them.

File Attachments
1) 1.PNG, downloaded 466 times

Untitled - Commando Level Editor

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

Expand the tree as shown and click on "Modify" on that preset there 'CnC_Beacon_NukeStrike'

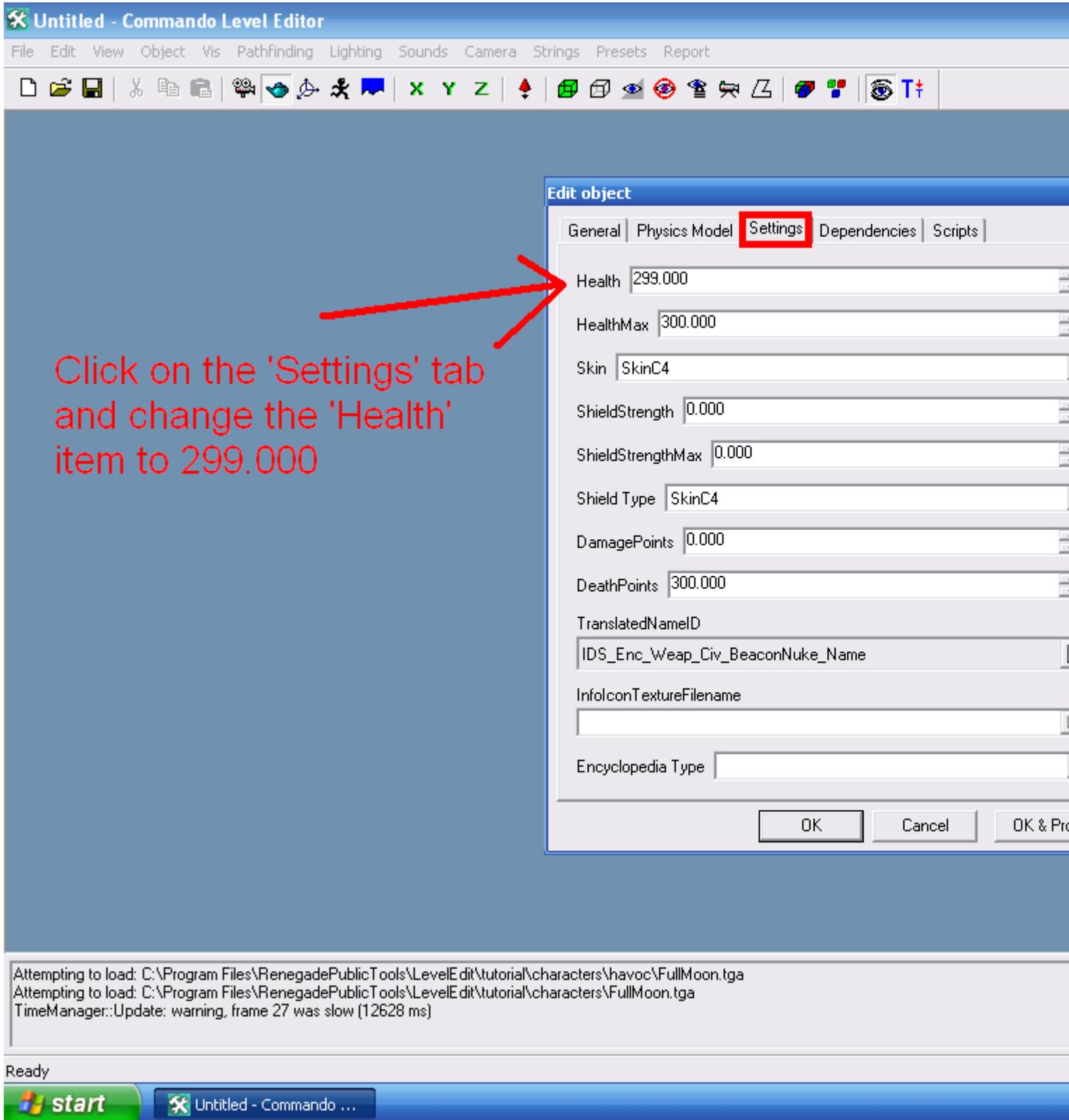Since I am doing this tutorial for Nod I am using this preset.

However if you would like this for GDI then expand the tree named 'Ion Cannon' and Modify the 'CnC_IONCannon_Strike' or something like that.

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\tutorial\characters\havoc\FullMoon.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\tutorial\characters\FullMoon.tga
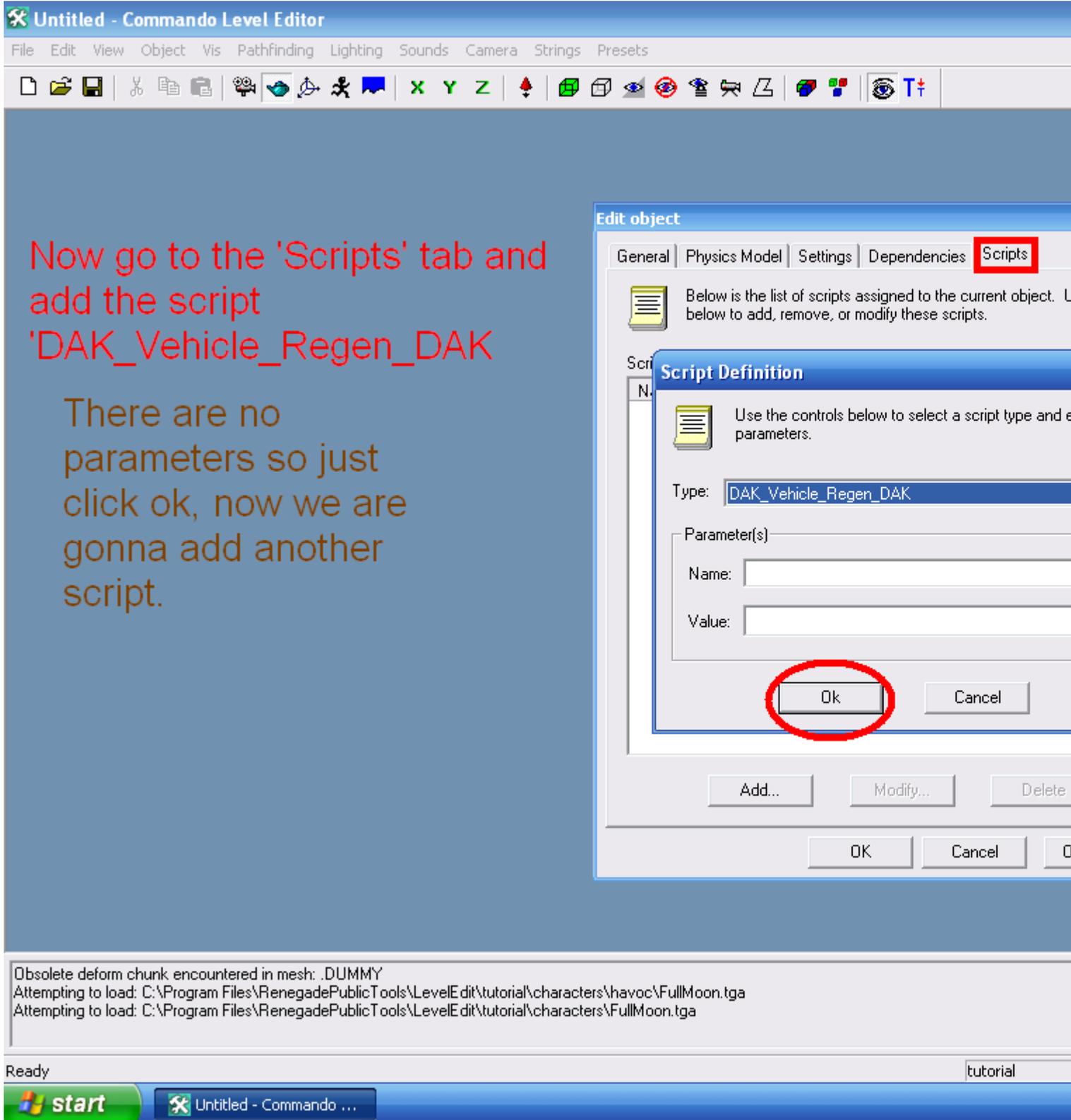TimeManager::Update: warning, frame 91 was slow (8752 ms)

Ready

start | NC History 5-5-09 - ... | [c=1]---•»lllll...¥[..(H... | Untitled - Commando ...

2) 2.PNG, downloaded 458 times

Untitled - Commando Level Editor

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

Edit object

General | Physics Model | Settings | Dependencies | Scripts

Health   299.000

HealthMax   300.000

Skin   SkinC4

ShieldStrength   0.000

ShieldStrengthMax   0.000

Shield Type   SkinC4

DamagePoints   0.000

DeathPoints   300.000

TranslatedNameID

IDS_Enc_Weap_Civ_BeaconNuke_Name

InfoIconTextureFilename

Encyclopedia Type

OK   Cancel   OK & Pr...

Click on the 'Settings' tab and change the 'Health' item to 299.000

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\tutorial\characters\havoc\FullMoon.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\tutorial\characters\FullMoon.tga
TimeManager::Update: warning, frame 27 was slow (12628 ms)

Ready

start   Untitled - Commando ...

3) 3.PNG, downloaded 464 times

4) 4.PNG, downloaded 461 times

Now add the script 'TFX_Replace_When_Repaired'

Set the preset name to the item that you want to make (must be the exact name)

The DropHeight depends on the object I would recommend for something like a vechicle to be about 15 and for infantry to be about 8
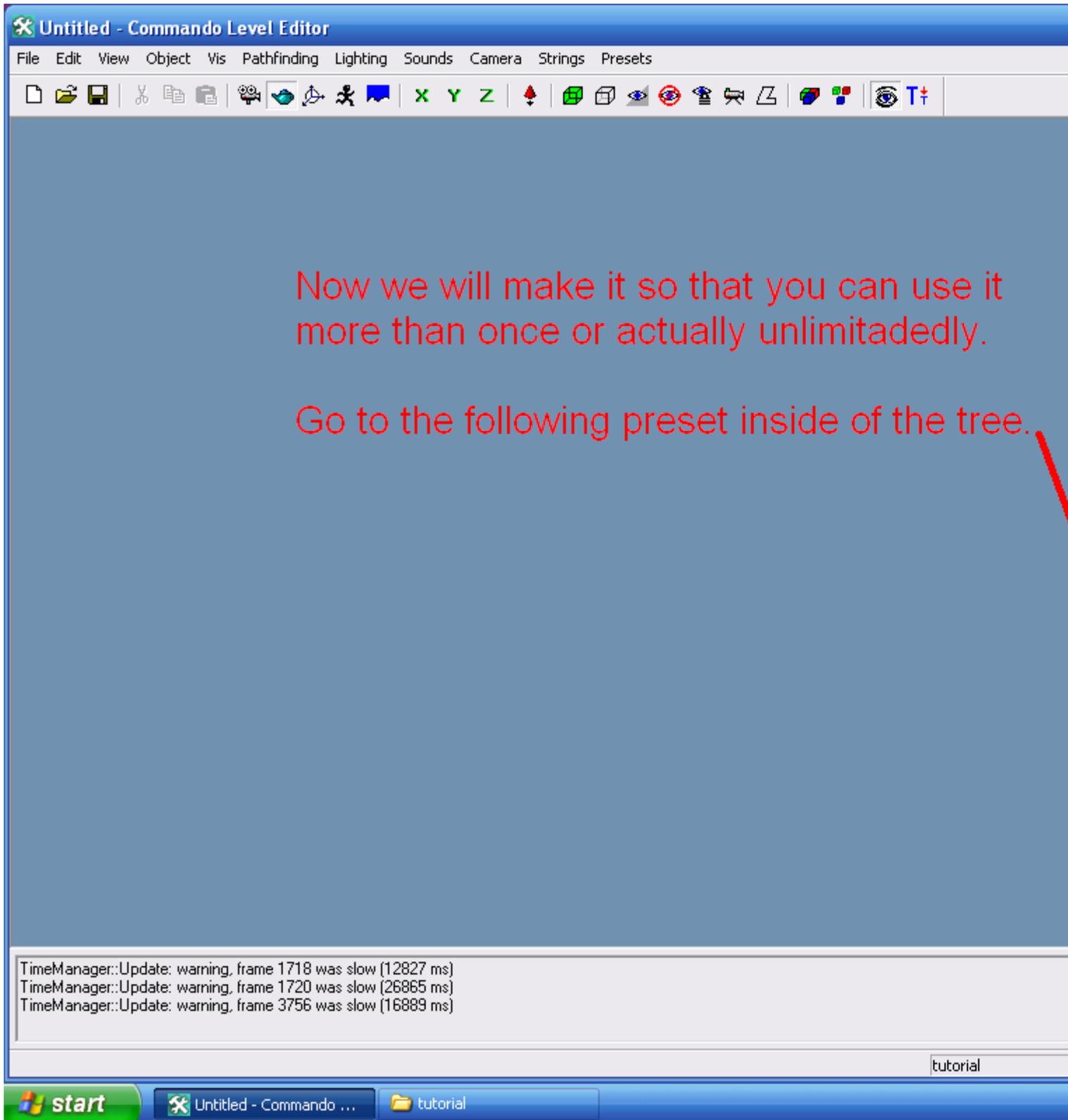
The Health and Armor percent must be the same #'s as the object you are making.

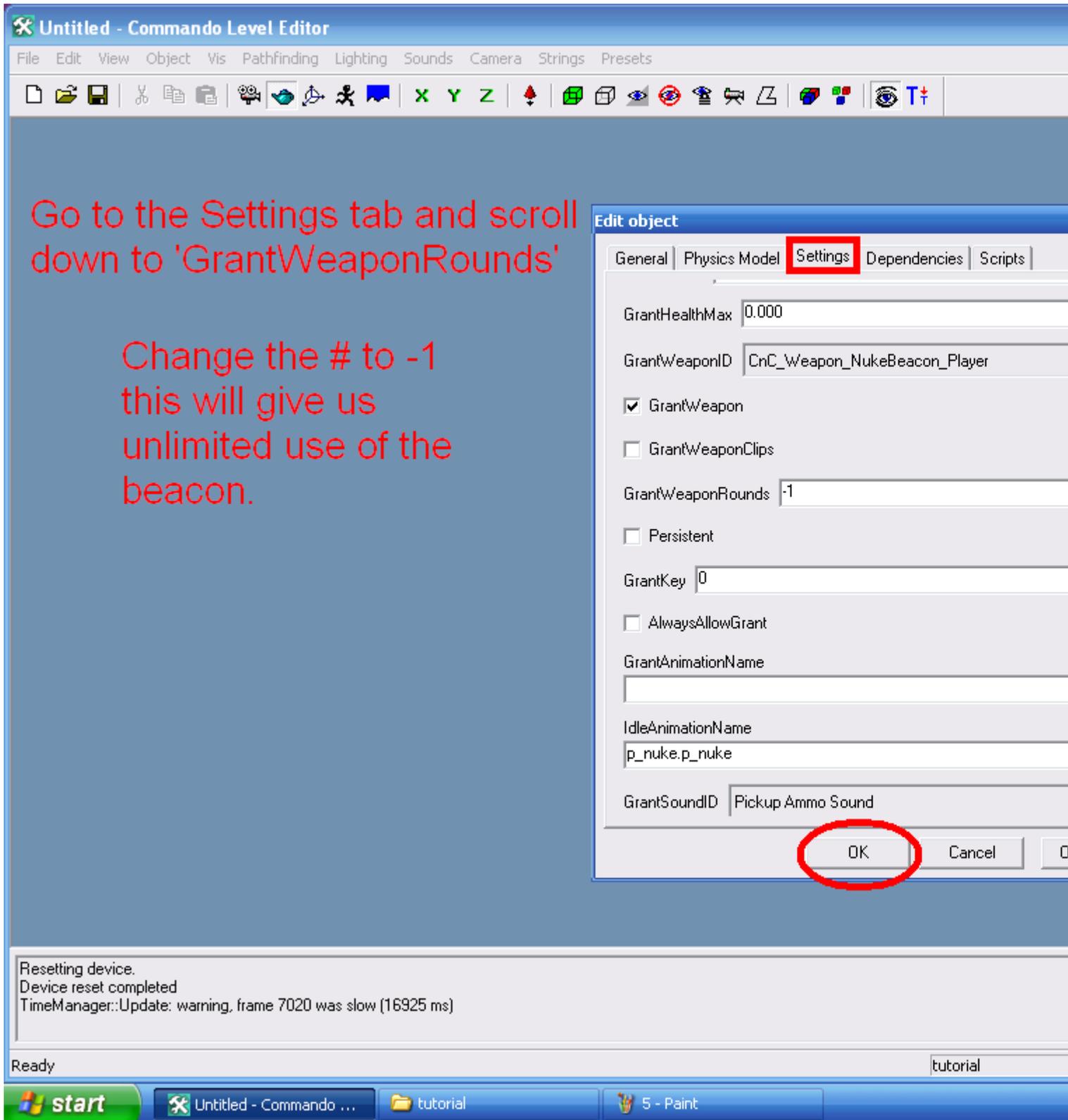I am making this to spawn

will fill in the correct #'s for

TimeManager::Update: warning, frame 1570 was slow (9475 ms)
TimeManager::Update: warning, frame 1651 was slow (6534 ms)
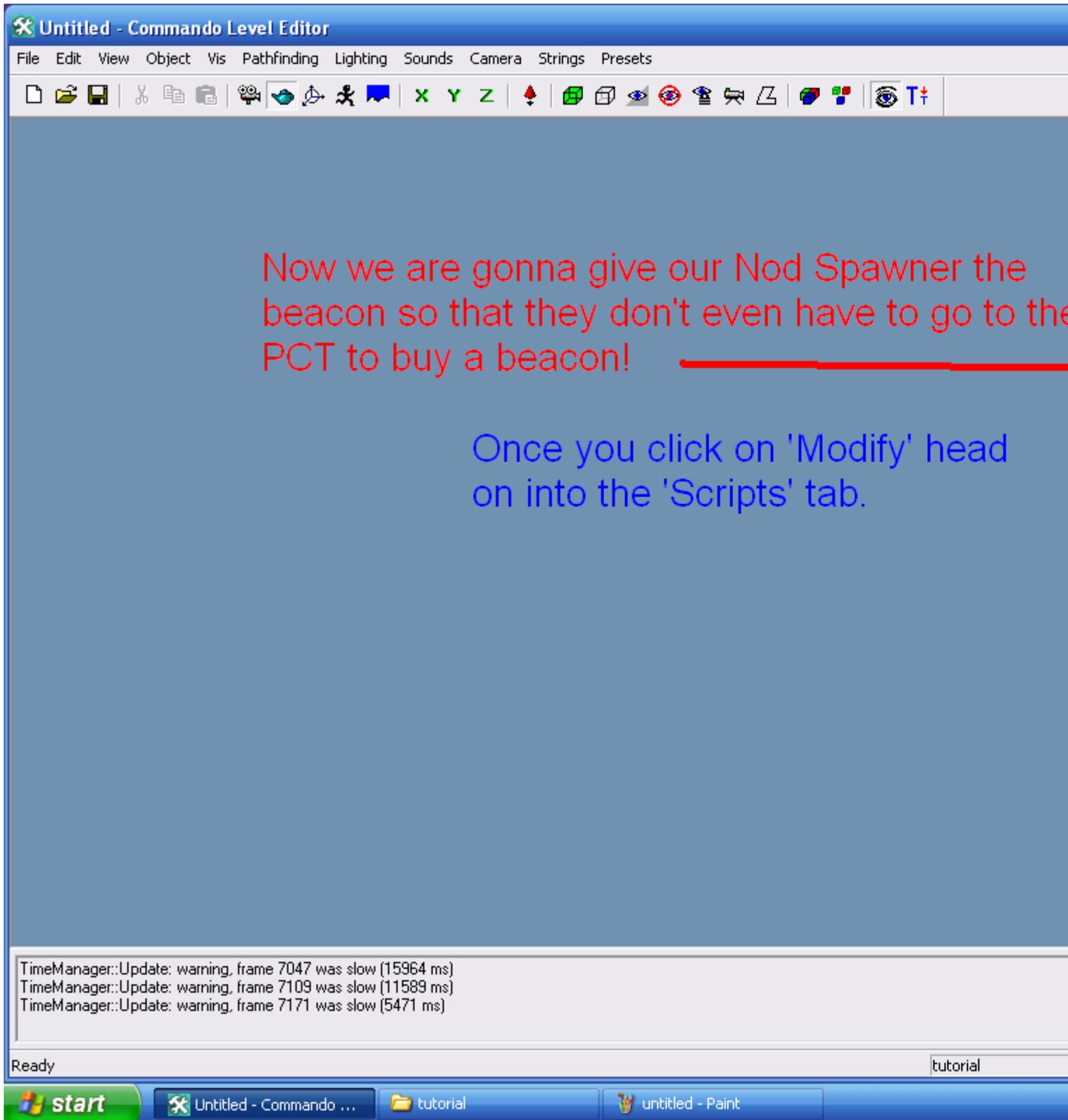TimeManager::Update: warning, frame 1652 was slow (30065 ms)

5) 5.PNG, downloaded 451 times

Untitled - Commando Level Editor

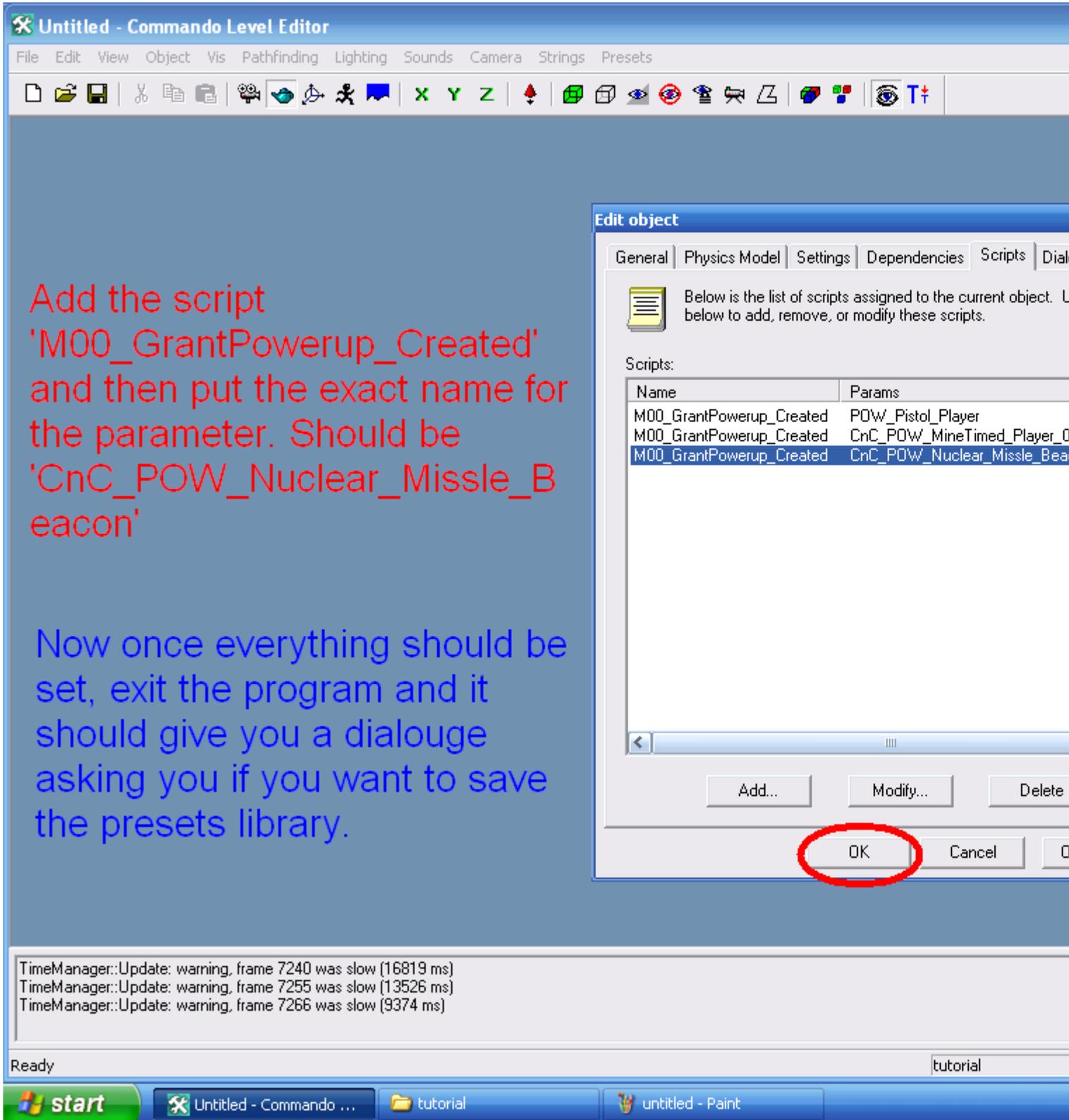File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets

Now we will make it so that you can use it more than once or actually unlimitadedly.

Go to the following preset inside of the tree.

TimeManager::Update: warning, frame 1718 was slow (12827 ms)
TimeManager::Update: warning, frame 1720 was slow (26865 ms)
TimeManager::Update: warning, frame 3756 was slow (16889 ms)

tutorial

start   Untitled - Commando ...   tutorial

6) 6.PNG, downloaded 457 times

Go to the Settings tab and scroll down to 'GrantWeaponRounds'

Change the # to -1 this will give us unlimited use of the beacon.

7) 7.PNG, downloaded 436 times

Now we are gonna give our Nod Spawner the beacon so that they don't even have to go to the PCT to buy a beacon!

Once you click on 'Modify' head on into the 'Scripts' tab.

8) 8.PNG, downloaded 444 times

Add the script 'M00_GrantPowerup_Created' and then put the exact name for the parameter. Should be 'CnC_POW_Nuclear_Missle_Beacon'

Now once everything should be set, exit the program and it should give you a dialouge asking you if you want to save the presets library.
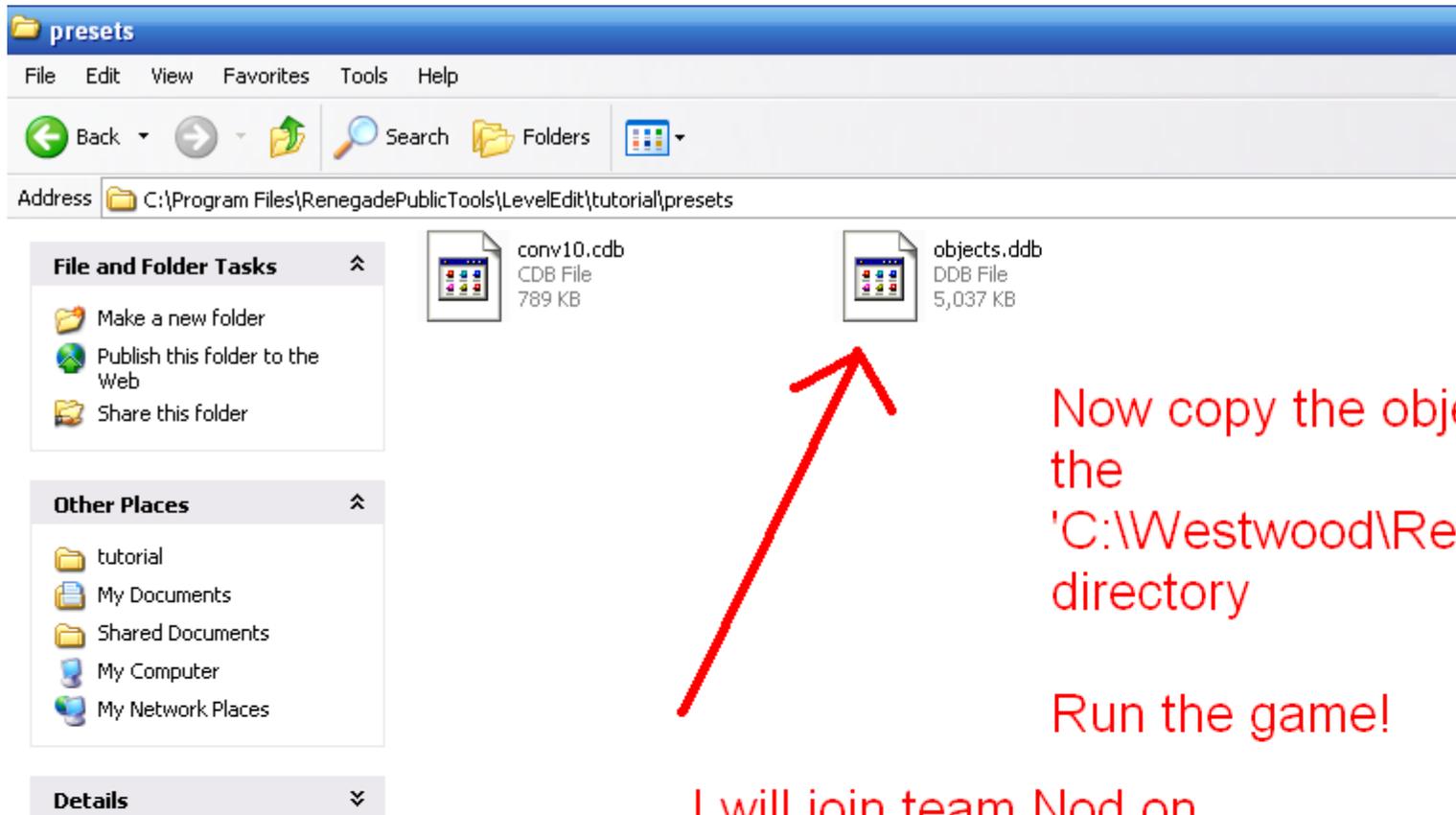
9) 9.PNG, downloaded 447 times

Click Yes and give a min to save don't rush or it will freeze and break and it will be all your fault! :<

10) 10.PNG, downloaded 457 times

File   Edit   View   Favorites   Tools   Help

Back   •   •   Search   Folders

Address   C:\Program Files\RenegadePublicTools\LevelEdit\tutorial\presets

File and Folder Tasks

Make a new folder

Publish this folder to the Web

Share this folder

Other Places

tutorial

My Documents

Shared Documents

My Computer

My Network Places

Details

conv10.cdb
CDB File
789 KB

objects.ddb
DDB File
5,037 KB
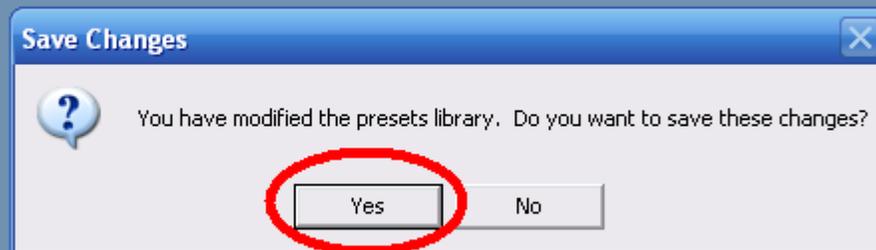
Now copy the obj
the
'C:\Westwood\Re
directory

Run the game!

I will join team Nod on
Multiplayer Practiece just to
show you what you have
done.

start   tutorial   presets

Subject: Re: Drop Beacon Tutorial
Posted by ErroR on Wed, 06 May 2009 14:26:40 GMT

i saw reborn's tut, but it's loading HELL OF A LONG time cuz of the quality, so thanks for it

Subject: Re: Drop Beacon Tutorial
Posted by The Party on Wed, 06 May 2009 15:21:38 GMT
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Yeah I am kind of planning to remake his tutorials so becuase his video program stinks...

Subject: Re: Drop Beacon Tutorial
Posted by Gen_Blacky on Wed, 06 May 2009 17:45:40 GMT
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yea reborn already made a tut for this.

Subject: Re: Drop Beacon Tutorial
Posted by The Party on Wed, 06 May 2009 17:52:56 GMT
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ErroR wrote on Wed, 06 May 2009 09:26i saw reborn's tut, but it's loading HELL OF A LONG time cuz of the quality, so thanks for it

MasterEvolution wrote on Wed, 06 May 2009 10:21Yeah I am kind of planning to remake his tutorials so becuase his video program stinks...

Becuase it takes a long time to load for me to and people with 56K well pffff, read the posts lamo.

Subject: Re: Drop Beacon Tutorial
Posted by Altzan on Thu, 07 May 2009 14:44:55 GMT
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Not a bad tutorial.
Can make Multiplayer Practice fun, eh?