
Subject: Edit the mission levels in LE

Posted by [Vaati19](#) on Sat, 11 Jul 2009 12:26:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have got that idea to change a little in the mission maps, but when I export it as .mix in LE, and sends it to my server, my renegade crashes when I try to join the server.
What am I doing wrong ??

Subject: Re: Edit the mission levels in LE

Posted by [YazooGang](#) on Sat, 11 Jul 2009 15:55:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

You need to save the map. "File-Save as" and then name is exactly like its original name. Then goto the modpackage folder or that map and goto the Levels folder. find a .ldd file and .dds(if there is one) and paste it at FDS/Server/Data. There you go!
And, only objects from the Objects tree will show up. None of the tiles or terrain stuff will be there.

Edit: You can only create new Spawn presets. If you like make a new vehicle preset, the server wont crash but the client will.

Subject: Re: Edit the mission levels in LE

Posted by [Vaati19](#) on Sun, 12 Jul 2009 11:30:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

But if I place the object.ddb in the server folder, should it crash then?
Can I add scriptzones whitout problems?

Subject: Re: Edit the mission levels in LE

Posted by [YazooGang](#) on Sun, 12 Jul 2009 15:01:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ok, lol. You goto the ssgm.ini and find (CTRL+F) "ObjectsFile" You should find 2 of them. Ok, you need to edit the one that does NOT have a ; before it. Ok, it should look like this "ObjectsFile=gm". Save that and then copy the objects.dds from your preset folder in level edit and put it in the server/data folder. rename it from objects.dds to objects.gm

IF: If you just see "Objects", then click Tools-Folder Options. A window should pop up. Goto the View tab. Find and check the "Hide extinctions for known file types" and click OK.

Subject: Re: Edit the mission levels in LE
Posted by [Vaati19](#) on Sun, 12 Jul 2009 15:22:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

How should I load the map? If I load the ldd file I cannot join the server. And if I chose the "normal" map, nothing is changed

Subject: Re: Edit the mission levels in LE
Posted by [YazooGang](#) on Sun, 12 Jul 2009 16:33:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

For example. you modded Walls flying. The map you choose is C&C_Walls_Flying.mix and the ldd file should be C&C_Walls_Flying.ldd. You choose the mix file and ldd is the file that mods the mix file.

Here i made an example for you.

Download that and put it in your Server/Data folder.

This will add two switches outside warfactories wall and you come, hit e and one gives you a char, another gives a vehicle behind you. You need to pick walls flying as the map.

Just one more thing. You said editing missons right? Well, just to tell that you cant edit m09.

File Attachments

1) [walls.rar](#), downloaded 162 times

Subject: Re: Edit the mission levels in LE
Posted by [Vaati19](#) on Sun, 12 Jul 2009 17:07:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I edit the M00_Tutorial and M01
Thanks a lot for the example

Subject: Re: Edit the mission levels in LE
Posted by [Vaati19](#) on Sun, 12 Jul 2009 18:57:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

A question, can you add bots to the level by making spawners?

Subject: Re: Edit the mission levels in LE
Posted by [YazooGang](#) on Sun, 12 Jul 2009 19:34:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Are you asking if its possible or me to do it?

Subject: Re: Edit the mission levels in LE
Posted by [Vaati19](#) on Sun, 12 Jul 2009 19:36:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

How to do it ^^
My english is not the best

Subject: Re: Edit the mission levels in LE
Posted by [YazooGang](#) on Sun, 12 Jul 2009 19:37:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Your english is good. English is wierd sometimes. Thats why i asked the question.
Yes, i have put bots in a server side map. They worked but i forgot how to do it tho.

Subject: Re: Edit the mission levels in LE
Posted by [Vaati19](#) on Thu, 16 Jul 2009 13:38:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Some1 who knows how to do?

Subject: Re: Edit the mission levels in LE
Posted by [mrÃÄÄ-z](#) on Thu, 16 Jul 2009 16:22:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bots are no Problem but serverside they walk to laggy

Subject: Re: Edit the mission levels in LE
Posted by [Vaati19](#) on Thu, 16 Jul 2009 16:35:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Do you know how to do serverside bots? Tell me then

Subject: Re: Edit the mission levels in LE

Posted by [mr£Ä\\$Ä-z](#) on Thu, 16 Jul 2009 16:38:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

You need to edit the Existing Object Spawners taht easier by replacing the presets in the settings

easier is this: www.renhelp.net

Subject: Re: Edit the mission levels in LE

Posted by [Vaati19](#) on Thu, 16 Jul 2009 16:42:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

Can I mod the soldiers that shall be spawned?

Subject: Re: Edit the mission levels in LE

Posted by [Vaati19](#) on Thu, 16 Jul 2009 18:42:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

I did as it Reborn did in his tutorial
