Subject: Level Edit FDS Maps
Posted by VirtusXII on Mon, 24 Aug 2009 08:44:58 GMT
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Im trying to edit my server MIX files.

I want to put unteamed units, vehs, and defenses in these maps so when i go to host my server i
can have GDI & NOD fight through hostile nuetrals inorder to destroy eachothers base...

how do i do this?


also...

how do i get the units and vehs that are unteamed to keep spawning back after they are
destroyed?

P.S

I would like this to work so people dont have to download a separate map.

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Subject: Re: Level Edit FDS Maps
Posted by crazfulla on Mon, 24 Aug 2009 11:04:47 GMT
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I would direct you to Ren Help but their domain seems to have lapsed.

You need to download the original 'LVL' files, then open them in Level Edit, place spawners etc
then export to 'MIX'. Simple!

All the resources you need should be found on Game Maps.

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Subject: Re: Level Edit FDS Maps
Posted by Goztow on Mon, 24 Aug 2009 11:11:02 GMT
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www.renegadehelp.net

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Subject: Re: Level Edit FDS Maps
Posted by VirtusXII on Mon, 24 Aug 2009 12:16:38 GMT
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but what spawner do i use?

i did everything the tutorial told me to do.
but when i loaded map my bot tank wasnt there

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Subject: Re: Level Edit FDS Maps
Posted by crazfulla on Mon, 24 Aug 2009 12:59:25 GMT
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You need to decide what spawner to use.

EG if you want a med tank ..... use a med tank spawner. Of course one doesn't occur naturally so you will have to modify the MRLS spawner or something.

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Subject: Re: Level Edit FDS Maps
Posted by VirtusXII on Mon, 31 Aug 2009 08:47:29 GMT
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ok i did everything i was suppose to and i used the coopbeta mod at game-maps.net as an example and it crashed my server when i made my own modification to Under.mix