Subject: Where can I find Jonwil's Level editor?
Posted by FedaYkin on Wed, 06 Jun 2012 16:05:42 GMT
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I searched for it, but no result.. All the links are broken. I want to use that because the original program has lots of bugs. Also, I don't know how to set up advanced buildings, such as the Con Yard, Comm centers, shrine of nod and adv. comm center. I dont find them in the Level Editor, maybe they exist only in Jonwil's version. Thanks!

Subject: Re: Where can I find Jonwil's Level editor?
Posted by Omar007 on Wed, 06 Jun 2012 16:48:47 GMT
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Judging by your registration date, I assume you haven't been following the update in the making for Renegade.
The update in question is the "TT Patch" aka "Scripts 4.0".
It also has new (updated) mod tools.

You can find it all here: http://www.tiberiantechnologies.org/downloads

A direct link to the mod tools for your convenience:
http://www.tiberiantechnologies.org/files/tt-tools-4.0beta4.zip

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Subject: Re: Where can I find Jonwil's Level editor?
Posted by FedaYkin on Wed, 06 Jun 2012 17:58:54 GMT
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Actually I do have 4.0 playing with it online, but I didnt know about the modding tools. Thanks!

I still cant acces the Construction Yard controller, the "Construction Yard" folder from the "buildings" is empty, I cant "make" the object because there is no GDi and Nod Yard object in the folder. Any help?

Subject: Re: Where can I find Jonwil's Level editor?
Posted by jonwil on Wed, 06 Jun 2012 23:44:12 GMT
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You have to create a new preset of type "Construction Yard" and fill in all the settings, there is no existing "Construction Yard" in the game.

Subject: Re: Where can I find Jonwil's Level editor?

Posted by [FedaYkin](#) on Thu, 07 Jun 2012 06:22:29 GMT
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Sry I'm not very experienced with this, can u explain me how to do it? Thanks (I guess its the same for the silos?)

Subject: Re: Where can I find Jonwil's Level editor?
Posted by [Distrbd21](#) on Thu, 07 Jun 2012 06:54:14 GMT
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Renegadehelp.net can help you more.

And if you still have problems with it you can hit me up, I can help you with getting them to work.

Subject: Re: Where can I find Jonwil's Level editor?
Posted by [Generalcamo](#) on Thu, 07 Jun 2012 19:25:46 GMT
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TT 4.0 comes with a new way to implement construction yards.

First off, you will need to temp a preset under Buildings-->Construction Yard. Now then, we will need to implement armor and health to the Con Yard. Let me copy this from the Fjords Con Yard:

Health: 700
HealthMax: 700
Skin: CNCStructureHeavy

ShieldStrength: 0
ShieldStrengthMax: 0
Shield Type: CNCStructureHeavy

Damage Points: 1
Death Points: 300

TranslatedNameID: IDS_Enc_Struct_GDI_ConstructionYard_Name OR
IDS_Enc_Struct_Nod_ConstructionYard_Name

InfoIconTexture Filename: Leave Blank

EncyclopediaType: Building

Building Owner: Choose either Nod or GDI.

Mesh Prefix: Look in your model of the conyard to find the prefix

MCTSkin: CNCMCT

Building Type: conyard

Now for the Repair Rates.
Generally, for a normal AOW match, these are the values that should be placed:

Repair Rate: 0.5
Vehicle Repair Rate: 0.5
Repair Amount: 8
Low Power Repair Amount: 4
Repair Warhead: Repair.

And that is all there is to it for a TT Con Yard.

For a Beacon Building, set it up the same way you would a normal building, but add
JFW_Beacon_Building to the scripts.

Subject: Re: Where can I find Jonwil's Level editor?
Posted by FedaYkin on Fri, 08 Jun 2012 15:52:59 GMT
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Thanks for the info!

Could you send me a .lvl file of FjordsTS? The Level REdit cant convert the map for me, and I
want to see how Aircraftkiller setted up the advanced structures. I cant get the Comm. Centers
and Silos to work. Also, I wonder how did he make the "Construction Yard under attack sounds" to
be heared, cuz I see only the text.

Subject: Re: Where can I find Jonwil's Level editor?
Posted by Distrbd21 on Fri, 08 Jun 2012 15:57:54 GMT
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More than likely he made it so people can't level REdit it by placing a light with some settings on
the map.

You would either have to talk to him, either for help or for his source.