Subject: how to make my "own mod"?
Posted by E! on Wed, 03 Mar 2004 12:07:34 GMT
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hi everyone. If i made my mod ready2play but cause of strings changes i want to make my mod

me?

Subject: how to make my "own mod"?
Posted by Oblivion165 on Wed, 03 Mar 2004 18:05:48 GMT
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It would take ALOT of work, you should really speak directly with a team for alot of your questions, but i would suggest copying renegade completely, just like they did, empty most of always.dat, if you wanted to do it the easy way just replace their models with yours, so your new model for the GDI soldier would just be named that exact thing they did. Im not truly sure, this is just how i thought it was done. Im sure the other posters will be more help.

Subject: how to make my "own mod"?
Posted by Madtone on Wed, 03 Mar 2004 22:24:54 GMT
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Hey there E!...

Your talking kinda like a TC (Total Conversion) mod.

You would want to make your own complete always.dat, you can't just add your own things to it and play normally.

If you want more information about how to make your own always.dat and more info on making a complete TC like RenAlert, just gimme a shout (PM or Emal) and i'll fill you in on what you need to do.

Hope this helps

Subject: how to make my "own mod"?
Posted by Deactivated on Thu, 04 Mar 2004 08:16:07 GMT
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I think it would be good if you could shed some info on this for me too.

Subject: how to make my "own mod"?
Posted by laeubi on Thu, 04 Mar 2004 13:08:34 GMT
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Why not make jsut a PKG of it if it's just the Strings... String changes are recogniced by Renegade also in a PKG

Subject: how to make my "own mod"?
Posted by xptek_disabled on Thu, 04 Mar 2004 14:01:04 GMT
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Probablly because he doesnt want people getting the 0 bug.

Subject: Re: how to make my "own mod"?
Posted by laeubi on Thu, 04 Mar 2004 17:24:19 GMT
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E!... but cause of strings changes i want to make my mod like renalert or reborn like an own game. ...
You can prevent the zero-bug by restarting ren BEFORE and AFTER using a Mod packet.

Subject: how to make my "own mod"?
Posted by E! on Thu, 04 Mar 2004 23:10:33 GMT
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change menuoptions

Subject: how to make my "own mod"?
Posted by Oblivion165 on Wed, 26 May 2004 08:40:55 GMT
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I would like to see this answered SEAMAN!

Subject: how to make my "own mod"?
Posted by Deactivated on Wed, 26 May 2004 11:49:44 GMT
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An easy way to do it would make a mod folder called "always" that cointains your mod files.

Export the mod package as "always.dat" .

Subject: how to make my "own mod"?
Posted by Oblivion165 on Wed, 26 May 2004 11:51:21 GMT
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Really? thats great. What about the menu files like Back.dds, doesnt it need them to be in there?

Subject: how to make my "own mod"?
Posted by Deactivated on Wed, 26 May 2004 12:03:19 GMT
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It doesn't have to be there if you don't want to have a background.

Subject: how to make my "own mod"?
Posted by Oblivion165 on Wed, 26 May 2004 13:53:55 GMT
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man it does not like me putting the back.dds in there, or any other menu thing for that reason.

Subject: how to make my "own mod"?
Posted by Deactivated on Thu, 27 May 2004 09:11:02 GMT
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Don't put file in to always.dat manually. If you want to add something without recompiling always.dat you have to copy it to your mod's Data folder.

Subject: how to make my "own mod"?
Posted by Oblivion165 on Fri, 28 May 2004 10:05:21 GMT
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hmm one more question. I tried making a Back.dds, and i put it in my dat folder but it doesnt show up. I even tried using the original one from renegade, (Direct copy, no changes or setting made) and still nothing.

Subject: how to make my "own mod"?
Posted by htmlgod on Sat, 29 May 2004 00:11:47 GMT
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Seaman: I tried your exporting always.dat method to try to compile SWMOD, but it didn't work. When I tried to load a level, the game just crashed. I made sure I had all the necessary files in the .MIX for the file, I'm thinking there must be stuff in the old Always.dat that isn't exported with mod packages. Or am I just doing something wrong?

Subject: how to make my "own mod"?
Posted by Oblivion165 on Sat, 29 May 2004 11:12:38 GMT
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same prob