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Subject: Re: Modifying original single player levels?  
Posted by [Broadus](#) on Sat, 14 Oct 2006 03:43:27 GMT  
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... Do what?

I want to modify the original single player levels (I downloaded the single player .LVLs released by Westwood), and play them on single player. I don't want to turn them into multiplayer maps or mess around with skins or models. All I really want to do is add in things like extra soldiers and teammates, then play the modified levels on single player.

I've never seen anyone make a single player level, and the dude that modified the original single player levels just turned them into co-op so they didn't have any scripted sounds or cutscenes. I'm just wandering if I can retain the original dialogue and the little in-game cutscenes and scripts while still being able to add in my own useless crap, then turning it all into a .MIX file that can replace the original single player .MIXs so I can play the levels in the same way that I can already play the originals.

I waste a lot of time messing with the single player modes in games such as Half-Life: Opposing Force, Medal of Honor: Allied Assault, Call of Duty and Star Wars: Republic Commando. The first two needed things like teammates (mainly just Allied Assault), and the last two I was just having some fun with, but Renegade seems to have a lot of teamwork potential with the huge variety of friendly vehicles and soldiers that don't get used often enough.

If it's not possible to modify the original single player levels while still being able to retain the original content, then I just won't do it. But, is it possible? If so, how? Those are my questions, and the only ones I'd like answered at this particular moment.

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