
Subject: Re: Modifying original single player levels?
Posted by [Spyder](#) on Wed, 18 Oct 2006 15:26:59 GMT
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Ok this is all some kinda n00b talk... Let the pro's do it =P

In the first place, what do you wanna make?

1. A co-op level?
2. A modified terrain level?

I'll handle them both.

1.
Make some spawners for the units you want at some particular places. If they keep walking away from their zone try to add a waypath to them (for waypath stuff ask Oblivion). If you want to keep them on the place, make sure you mark the InnateStationary setting. When you've done the right stuff make some building controllers on the map, out of the enemy's and player's sight. Then save your map as a .pkg. Open the .pkg file in XCC mixer or RenegadeEx (I recommend XCC mixer). Extract only the .ldd file. The .lsd file makes the game crash. If it crashes the game try the .lsd file, because i'm not 100% sure about this.

2.
If you wanna modify the terrain... Get a life! You cannot modify the Single Player level terrains. There is no possible way to do that.

Hope this helps...
