tanner2007 wrote on Tue, 16 January 2007 10:59im new at this shit i dotn know ANYTHING this is what i wanna know how to do

make a mod game that could play on a server tthat i will make
i dont know how to make a server
i want 500 helath 500 armor
i want to us a mammthom tank model i got in aas a vehcicle

and ect idk where to even start im new first time event hinking of itt please help

"i want to us a mammthom tank model i got in aas a vehcicle"
use it? for what?

"i don't know how to make a server"
well, if your connection is slow, under 1 MBPS, you should only host a game for 4 players, ore else, you will have lag, and not a little, you can host already, just press Host when you are on WOL, but I think you wanna host with a FDS?, well you need that for a lot

"i want 500 helath 500 armor"
as a soldier? the soldier you start with?
not sure, but I think you MUST have SSAOW
start up LE
You need the name the package to map you want, like C&C_Canyon
you can now open a map, must be the same as the package, like you can open C&C_Canyon.
then see on your recht "Object" dubbleclik on it, go to Soldier, go to Soldier_Presets  , GDI_MiniGunner_0 , CnC_GDI_MiniGunner_0
click on mod, go to settings, there are some things you can change, like its healt, (also the shieltype, if you set something to blamo, it will be undestroyable)
now you need to close LE, and when it askes; save presents, say yes (of course) (not sure if you need to close it)
then place objects.ddb from you package folder(default: C/program files/ renegade public tools/ leveledit/(then your folder)/ presents) in your FDS date map, then rename it to objechts.aow
if you want to use other mods, like more turrets, place the .ldd from Level to you date folder from you FDS.

You can make pretty much, just be creative