
Subject: Re: Help!?!

Posted by [Jerad2142](#) on Fri, 19 Jan 2007 16:08:54 GMT

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As for the Tiberium settings you will have to modify the "surfaceeffects.ini" which will be located in the always/ini directory of you mod folder.

Quote:- Rename your server objects.aow to objects.ddb
Only if you renamed it in the first place.

Quote:- Open these objects.ddb in LevelEdit
It should open it automatically.

Quote:- Edit the values you want for the sniper weapon and general tiberium settings

Quote:- Save the objects.ddb file
Just go and quit out of level edit, and it should ask you if you would like to save.

Quote:- Rename it back to objects.aow
Only if you did step one.

Quote:- Put it back in the server data folder
If its a .pkg you won't do this .

File Attachments

1) [Damage.png](#), downloaded 216 times

```
surfaceeffects - Notepad
File Edit Format View Help

; Surface Damage Stats
; *****

[Damage_warhead]
Tiberium Field=TiberiumRaw
Tiberium Water=TiberiumRaw
Tiberium Water Permeable=TiberiumRaw
Underwater Tiberium Dirt=TiberiumRaw

[Damage_Rate]
Tiberium Field=5.0
Tiberium Water=5.0
Tiberium Water Permeable=5.0
Underwater Tiberium Dirt=5.0

; *****
; Footsteps
;
; Footstep Crouched
; Footstep Jump
; Footstep Land
; Footstep Run
; Footstep Walk
; *****

;----- cloth

[cloth_footstep Crouched]
Sound0=Crawl on Stone Twiddler
Emitter0=e_rock

[cloth_footstep Jump]

[cloth_footstep Land]

[cloth_footstep Run]
Sound0=Run on Stone Twiddler
Emitter0=e_rock

[cloth_footstep walk]
Sound0=walk on Stone Twiddler
Emitter0=e_rock

;----- cloth Permeable

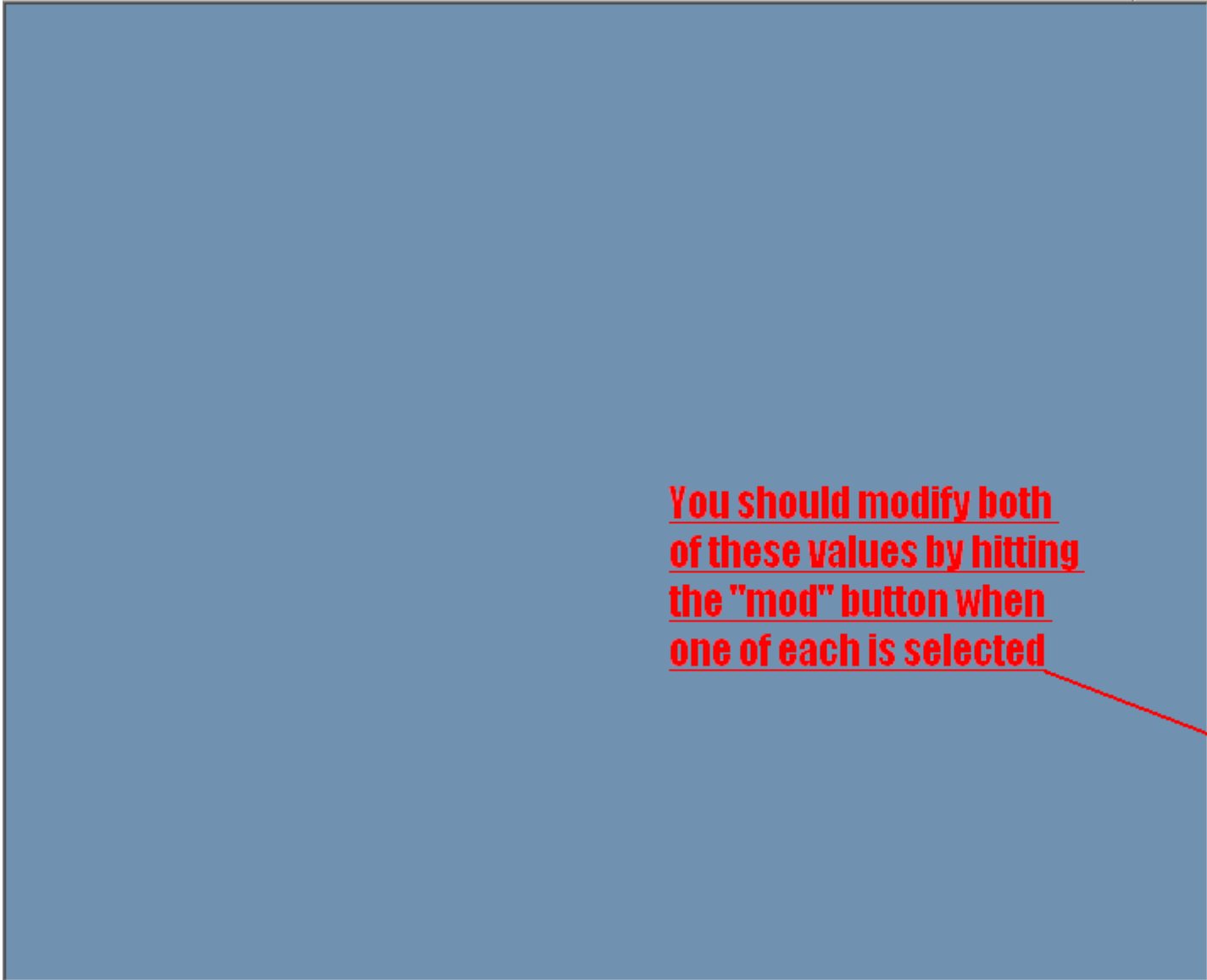
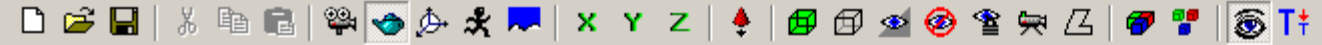
[cloth permeable_footstep Crouched]

[cloth permeable_footstep Jump]
```

**What Type of damage
Warhead to use**

**How much damage per
second to do**

2) [LevelEditStuff.png](#), downloaded 207 times



Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Test\characters\FullMoon.tga
TimeManager::Update: warning, frame 58 was slow (27346 ms)
TimeManager::Update: warning, frame 61 was slow (7654 ms)