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Subject: Re: Beginner

Posted by [Sn1per74\\*](#) on Sun, 13 May 2007 14:36:42 GMT

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For the objects.aow you need to edit the presets in level edit. The falling damage and speed of soldiers will be under Global Settings> General> General. Hilight General by clicking once with your mouse. A new window will come up. Click the settings tab. You will see the SoldierWalkSpeed and FallingDamageMax(orMin)Distance. Change these to where your little heart desires. Save the mod. Next, close Level Edit. Go to C:\Program Files\RenegadePublicTools\LevelEdit\~Yourmodsnamehere~\presets. Copy the objects.ddb and put it either in your game folder (C:\Westwood\Renegade\Data) OR if you are running the dedicated server put it in your server folder (C:\Westwood\RenegadeFDS\Data I think it is). If you put it in the Dedicated server folder then you need to change the file type to objects.aow! If you put it in the game folder as objects.ddb and start a server people will get 0 bug( A bug that makes everyone get 0 credits and can't give damage.)

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