Subject: Re: How do I make the SBH remain as unstealthed?
Posted by Crusader on Sat, 02 Jun 2007 03:11:47 GMT

Thank you, Alex, very much for such a detailed explanation...I needed it.

Everything went well except for the last part you said:

Alex wrote on Fri, 01 June 2007 01:17
Now go to C:\Program Files\RenegadePublicTools\LevelEdit\(Mod Name)\Presets\ , And find the objects.ddb file, Put that in your .pkg or .mix and viola!

OK...I went and found the objects.ddb file. But what do you mean by "put that in your .pkg"???

I saw that you can export the mod and you can save it as a .pkg file. I did that...I found the .pkg file and it was not a file or anything you can put the objects.ddb into.

So, can you please explain me more?

Also, I have another question:
Is it possible to use this mod in the Multiplayer Practice? If yes, how to do it?

I am sorry I ask so many questions! I hope you don't mind these questions. I thank you very much for helping me!