
Subject: Re: Multiplayer Practice Modding
Posted by [Spyder](#) on Fri, 06 Feb 2009 08:42:58 GMT
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DoMiNaNt_HuNtEr wrote on Fri, 06 February 2009 07:07Hey.

Okay, mostly just for the hell of it, I'd like to try out modding a map for Renegade, specifically the official skirmish map, the variant of Under with bots.

Later, I'd like to rework all of the bots, but for now, I want to just add in some sounds. If any of you have played the practice mode, you'll notice that ONLY the GDI soldiers have any dialogue whatsoever, everyone else just has death sounds. WTF? So, I'd like to activate all of the character's sound.

I'm guessing I need the Commando Editor? I'm downloading that right now, plus I've got the XCC Mixer. Any help on adding active dialogue, vehicle bots, and improving the bots would be appreciated. Hell, if I could add in the Recon Bike, and maybe even the SSM launcher, that would be killer! And bots for them?! THAT WOULD DESTROY, THE WEAK! Thanks in advanced.

You might want to do that, but unfortunately, even we don't know how westwood made the skirmish map.
