Subject: Re: Multiplayer Practice Modding
Posted by DoMiNaNt_HuNtEr on Fri, 06 Feb 2009 15:11:52 GMT

Dthdealer wrote on Fri, 06 February 2009 02:53Mix to LE importer - proven to work with Skirmish

You don't even need to change the map to add nod dialogue - just make an objects.ddb mod that has the Skirmish bots' preset modified.

Good place to start - www.renhelp.net (currently down unfortunately)

Sorry, but I'm pretty freakin' new to this. If you have time, could you please elaborate? Do I open up Commando Editor with the presets pack selected? I've done that, found the sound files in the list, but haven't found any bot files. Do I need to extract the bot files? Also, Mix to LE importer... again, I'm a newb, although I have a slight idea on what your referring to.

All help or links to tutorials (I remember that website, too bad its down), would be greatly appreciated. I've googled objects.ddb, but all I get are hacks.