
Subject: Re: How To Make a Renegade Campaign?
Posted by [F1AScroll](#) on Thu, 12 Mar 2009 02:01:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

EDIT: I found out Core Patch 2 broke my Single Player mode, so I reinstalled and tried 1037. It still worked, and I messed around with objects.ddb and stuff. How do I make it so you get encyclopedia entries on the Steel Talons pistol and the Spice Sabre? I didn't see an ID setting on the weapons (that is, the weapons in the Munitions->Weapons folder).

I haven't messed with custom levels yet. By-the-way, I know about campaigns.ini, but how do I edit what Tutorial and Skirmish do? I wanted to replace the tutorial with another version without overriding the original file. I was also thinking about having it as a second campaign. I might even have skirmish as a third, should I feel particularly bored some day. Also, I couldn't find Skirmish in menu.ini. How would I make it appear in the Single Player sub-menu?

By the way, has anyone messed with gangs.ini?

EDIT: Duh! I forgot instructions! Unzip both .zips to the same folder, then copy all the files in the folder "ModFiles" into your Renegade's Data folder. When you want to uninstall, just delete strings.tdb, objects.ddb, and weapons.ini.

File Attachments

- 1) [CCCSPModFilesR1p1.zip](#), downloaded 83 times
 - 2) [CCCSPModFilesR1p2.zip](#), downloaded 80 times
-