Here are some things in LE you can fiddle with that you might be interested in:
1.RequiresSilo flag on Beacon objects. If this box is ticked, the beacon can't be deployed unless the team has a building (that isn't dead) with its building type set to Shrine in leveledit. Useful if you wanted to have a requirement for the player to have a working Advanced Com Center or Temple of Nod in order for beacons to be deployable. You can still buy them if the building id dead, you just cant deploy them.
2.GDI Spawn Character and Nod Spawn Character settings on objects of type Global Settings-General in leveledit. These can be used to change the spawn characters if you want different spawn characters on your map than the default. Just create a temp preset of the item under Global Settings-General and change as appropriate.
3.IsUnsquishable flag on infantry. Set this to make infantry uncrushable by vehicles.
4.ScopeTexture, MaxZoom and MinZoom settings on weapon definitions. These let you set up custom scope textures for new weapons. The attached scope_gdi_bino.dds file is an example of how the textures for this feature need to look.
5.HideVehicles flag on airstrip objects. Untick this box to disable the logic that makes vehicles being carried by the cargo plane invisible until they are dropped off. Useful if you have changed things and e.g. are having the vehicle delivered in a way where having it visible for the whole drop-off makes sense.
6.ProjectileExtent setting on ammo definitions. This can be used to give ammo a "size", meaning that it will use that size when testing to see if the ammo hit anything. Obviously you need to make sure the model used for the ammo and the extent match up otherwise it would be unfair.
and 7.Team Visibility Mode settings on objects. This can be used to have objects that are only visible to players who's team is the same as that object or objects that are only visible to players who's team is not the same as that object. Not 100% sure what one might use it for in a renegade map but I am sure someone will think of something to do with it

File Attachments
1) scope_gdi_bino.zip, downloaded 197 times