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Subject: Re: Misc mod related changes in 4.x people may want to know about  
Posted by [jonwil](#) on Sun, 09 Feb 2014 10:37:31 GMT

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A few more things modders might be interested in:

1.per-map surfaceeffects.ini support. Basically you take surfaceeffects.ini, make a copy and name it e.g. C&C\_MyMap\_Surface.ini (if your map is named C&C\_MyMap). Then you edit it and make whatever additions/changes you like.

2.New command line options for level edit to allow it to be used in a "batch" mode. Pass -mod <name> to load a specific mod automatically. Pass -map <name> to load a specific map automatically. Pass -save to force an auto-save. Pass -light to force it to do "compute vertex solve" before saving.

This (combined with makemix.exe) is intended so you can build a map automatically (or even an entire mod/TC)

3.You can now have up to 6 engine/rotor bones for vehicles with VTOL physics.

4.per-map string tables. Just make a copy of strings.tdb, name it strings\_map.tdb and put it in your map mix file. Edit it as normal (I recommend tdbedit for editing it, its better than the built-in LE editor)

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