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Subject: .pkg

Posted by [SycoSnipe](#) on Wed, 14 Jul 2004 01:33:05 GMT

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I need to know if there is way to edit a .pkg(more specifically the stuntpark maps), or to take the objects.ddb out of that, to make te mod more universal. I have messed around with the vehicle settings in level edit, but i cant find the right ones to make vehicles faster, often times they just spin fast, or flip easily, lol. Even if someone were to tell me how to make vehicles faster as a mod would be nice, or can a objects.ddb mod do that.

Ive make a few mods with level edit (objects.ddb) public relese a few, mostly silly stuff, but really fun stuff!

I got one i like to call DBZ mod (dragon ball Z) u jump as high as in gunrunmod, and move as fast in the cops & robbers mod(.ddb, the prisoner that has one helth and inf PIC ammo) the combo is amazing. It allows you to dart about very fast, watching others do it is like watching DBZ, also i have a cool skin that makes the grenades lok like a energy orb, so i added a touch of matrixmods grenades and some rapid fire, it really 0wns.

got a little carried away :rolleyes: , but help would be appreciated

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Subject: .pkg

Posted by [Everyone](#) on Wed, 14 Jul 2004 01:40:05 GMT

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Have you tried renex?

<http://www.planetcnc.com/files/main/index.asp?category=renegade&section=utilities>

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Subject: !!!!!

Posted by [SycoSnipe](#) on Wed, 14 Jul 2004 01:56:58 GMT

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wow, ty ty ty ty, never occured to me, ty again, ur a genius

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Subject: .pkg

Posted by [Fabian](#) on Wed, 14 Jul 2004 02:47:52 GMT

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Negative Aerodynamic Drag and lower Mass give them a boost. There is probably a better way though.

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Subject: .pkg

Posted by [Everyone](#) on Wed, 14 Jul 2004 04:37:24 GMT

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If I remember correctly, try modifying the gear ratios. Give the one with the 0 the highest and then decrease accordingly as you go down or you can set the gearcount to 0 to see if it helps. And Seal, I think the lower mass causes lots of problems with the vehicles which might be the cause of the flipping over problem and spinning.

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