
Subject: Patch to SBH

Posted by [Socke](#) on Sat, 10 Sep 2005 11:40:46 GMT

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Hi guys,

I have a question:

We can I Patch to SBH (NOD Stealt) looks

Also : Patch to SBH

thx

Subject: Re: Patch to SBH

Posted by [Lijitsu](#) on Sat, 10 Sep 2005 11:44:26 GMT

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Im sorry, i dont think alot of us can understand you. Do you mean turn Patch, the GDI Solder into an SBH, or do you mean you want a SBH Skin?

Subject: Re: Patch to SBH

Posted by [Socke](#) on Sat, 10 Sep 2005 11:49:29 GMT

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I want the Patch to Nod Stealt become

Subject: Re: Patch to SBH

Posted by [Lijitsu](#) on Sat, 10 Sep 2005 11:50:57 GMT

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Oh, ok, you want to change the Patch Soldier into an SBH for GDI. Anyone know how? I was just clearing this up.

Subject: Re: Patch to SBH

Posted by [Socke](#) on Sat, 10 Sep 2005 11:51:56 GMT

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Yes, can you help me?

Subject: Re: Patch to SBH
Posted by [Nightma12](#) on Sat, 10 Sep 2005 12:20:43 GMT
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swap the W3Ds?

Subject: Re: Patch to SBH
Posted by [danpaul88](#) on Sat, 10 Sep 2005 12:22:06 GMT
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are you trying to create a crazy ctf mod? because you have lots of topics like this (change xxx to xxx).

It would be easier to download an existing server side ctf mod...

but if you still want to know;
In level edit go to Global Settings -> Purchase Settings and select Character Classes (GDI)

Click the temp button

Name the new temp gdi_characters

Switch to the Settings tab

Scroll down to entry 6

Click the button next to CnC_GDI_Grenadier_2SF (this is apparently patch)

Select the preset CnC_Nod_FlameThrower_2SF from the Nod list (This is the SBH)

And then export your level.

Subject: Re: Patch to SBH
Posted by [Socke](#) on Sat, 10 Sep 2005 13:13:04 GMT
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what you mean with Temp?

Global Settings / character Classes / here click and Temp or
Global Settings / character Classes / CnC Character Classes here click Temp or what

Subject: Re: Patch to SBH
Posted by [danpaul88](#) on Sat, 10 Sep 2005 13:30:07 GMT
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with character classes (gdi) selected click temp

Subject: Re: Patch to SBH
Posted by [Dan](#) on Sat, 10 Sep 2005 16:34:49 GMT
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hey look, a Total Annihilation mod. Nice!

Subject: Re: Patch to SBH
Posted by [DarkDemin](#) on Sat, 10 Sep 2005 16:54:58 GMT
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We have people from many countries on here you could have posted in your own language.

Subject: Re: Patch to SBH
Posted by [EA-DamageEverything](#) on Sat, 10 Sep 2005 19:24:17 GMT
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German mode on

Socke, Du hast doch von mir heute die objects.ddb bekommen. Ich hab da den Patch stealthed drin. Schau aufs Bild. Im Commando level Edit mußt Du bei den presets auf Object - Soldier usw, sieh das Bild an.

German mode off

I explained to him where he can find the stealth setting in Leveledit. For you englishspeaking people, look at my picture. Stealthing a Patch is a quite easy step.

Object - Soldier - Soldier presets - GDI - CnC_Grenadier_2SF - Mod - Settings - "IsStealthUnit" checkbox active. Thats it.

Subject: Re: Patch to SBH
Posted by [Naamloos](#) on Sat, 10 Sep 2005 22:22:33 GMT
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EA-DamageEverything wrote on Sat, 10 September 2005 21:24I explained to him where he can find the stealth setting in Leveledit. For you englishspeaking people, look at my picture. Stealthing a Patch is a quite easy step.

Object - Soldier - Soldier presets - GDI - CnC_Grenadier_2SF - Mod - Settings - "IsStealthUnit" checkbox active. Thats it.

It will make the head go away on some models when they go stealth mode. Looks funny though

Other then that, yes it's really that simple. I can't see how anyone could overlook that.

Subject: Re: Patch to SBH

Posted by [danpaul88](#) on Sat, 10 Sep 2005 22:31:23 GMT

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well i assumed he wanted to give gdi the sbh unit, not just a stealthed patch

Subject: Re: Patch to SBH

Posted by [Socke](#) on Sun, 11 Sep 2005 10:56:11 GMT

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THX an ALLL

Subject: Re: Patch to SBH

Posted by [Aircraftkiller](#) on Sun, 11 Sep 2005 10:58:39 GMT

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Remember, it's Nod, not NOD.

Subject: Re: Patch to SBH

Posted by [danpaul88](#) on Sun, 11 Sep 2005 11:44:18 GMT

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Aircraftkiller wrote on Sun, 11 September 2005 11:58Remember, it's Nod, not NOD.

so why did westwood put NOD everywhere in level edit?

level editCharacter Classes (NOD)

Subject: Re: Patch to SBH

Posted by [EA-DamageEverything](#) on Sun, 11 Sep 2005 13:35:07 GMT

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ROFL, ACK with his running Gag...

Subject: Re: Patch to SBH

Posted by [Dr. Lithius](#) on Mon, 12 Sep 2005 20:24:49 GMT

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It would make more sense to change Sydney into a Stealth Black Hand, or just plain stealth Sydney herself.(A'la "Renegade Unleashed") Why? Because that's how it goes. The Tiberium Auto-Rifle and the Laser Rifle have the same rate of fire and similar properties.(Tiberium poisoning vs. burning.) Adding Stealth would likely bump up her cost to about 450, much like Stealth Black Hands, because it's not a cheap technology to maintain. While this would more or less neutralize 1/3 of the Tier 1 units GDI has(Officer, Rocket Officer, Sydney), it would keep the game somewhat balanced. Making Patch into a Stealth Black Hand would give Nod the upper-hand by allowing them to keep their rapid-fire, burning warrior(Laser Chaingunner) while the only rapid-fire unit GDI would have would be the Officer. Alternately, if you made Patch stealthed, it would give GDI a further upper-hand in that Patch kicks ass and could easily hide behind enemy lines.

All and all, I think I see why most people who give GDI a Stealth Black Hand unit do so by replacing Gunner now. . .

Oh, and in answer to your question. . .no idea. I don't have the Renegade editor dealie, though after playing with Halo, I wish I did.(Hooray for Fuel Rod Shotguns! :3)

Subject: Re: Patch to SBH

Posted by [EA-DamageEverything](#) on Tue, 13 Sep 2005 00:19:40 GMT

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@Joseph

In some things you are right, but stealthing a Sydney would be not good. Sydney fires slower than a patch and has only 50 Shells in one AmmoBox. OK the patch fires a bit faster than the SBH, but the main thing is, both are firing straight and Patch can fire at least longer as the Sydney in a row. The NOD LCG fires not straight, the Laser jumps a bit left and right. This is not important to skilled players, although I would give Newbies a chance to learn aiming indeed . The difference between both Soldiers is a factor we can ignore. I'd rather set Patch down to 400 Cr and the Gunner up to 450, so purchases will be re-balanced again. I think its senseless to stealth a gunner because you have less chances against a SBH when having an Infight. I think one stealthed GDI Unit is ok, NOD has the stank left where GDI hasn't a stealthed vehicle.

You can download the Renegade Developer Tools here=

<ftp://ftp.westwood.com/pub/renegade/tools>

GMAX here= <http://www.turbosqid.com> (Must register to get a serial)

and I can upload LevelEdit Dev on Rapidshare (free File hosting service) if you want.

For more Model files (W3D...TGA) goto= <http://www.cncsource.com> and switch to the filebase

Tutorials= I don't know any Links from Halo sites. If you want to make a Rene map, goto=

<http://www.renhelp.co.uk> (as seen in the sticky Threads in this forum)

Subject: Re: Patch to SBH

Posted by [Dr. Lithius](#) on Tue, 13 Sep 2005 03:28:17 GMT

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Actually, I wasn't being general. I was being entirely literal. A lot of Capture the Flag servers replace Gunner with a Stealth Black Hand unit. I've not seen anything else like this, however, for different units.
