Subject: Changing Weapon Damage
Posted by Kanryo on Mon, 13 Mar 2006 08:16:40 GMT
View Forum Message <> Reply to Message

Is it at all possible to change the damage a weapon does, universally over all maps? I'm looking to tweak the campaign around a little bit, and can't figure out how I would make the starting pistol more powerful.

Also, would it be possible to put a permanent regenerating health effect on the player, over all campaign maps, all the time, for say 1 health per second?

Sorry if I've missed any sort of etiquitte rules or anything as this is my first post. Please tell me if I have. Thanks!

Subject: Re: Changing Weapon Damage
Posted by JeepRubi on Mon, 13 Mar 2006 13:57:30 GMT
View Forum Message <> Reply to Message

Use level edit to edit the preset tree how you like, then extract the objects.ddb from it and put it in your renegade data directory. Your modifications should work then.

Subject: Re: Changing Weapon Damage
Posted by bisen11 on Mon, 13 Mar 2006 17:27:40 GMT
View Forum Message <> Reply to Message

Yah, just do what jeep said. For the health thing just add the jfw_health_regen script to Havoc's SP presets. There's two presets for each outfit he has. I think one of the presets is just for the animations he is in though.

Subject: Re: Changing Weapon Damage
Posted by Kanryo on Mon, 13 Mar 2006 17:59:06 GMT
View Forum Message <> Reply to Message

Thanks again. I've looked around, and although it's probably right in front of my nose, I can't find level edit anywhere. Is it a program I could download? If so, could I get a link or something? Thanks again.

Subject: Re: Changing Weapon Damage
Posted by bisen11 on Mon, 13 Mar 2006 19:34:27 GMT
View Forum Message <> Reply to Message

Ussually it comes with RenX and together are called something like Renegade Public tools, i think

that's the name.

Subject: Re: Changing Weapon Damage
Posted by PaRaDoX on Mon, 13 Mar 2006 20:40:32 GMT
View Forum Message <> Reply to Message

Yes, Renegade Public Tools 2 has Level edit. You can find it here
http://www.jbserver.com/downloads/games/renegade/utils/Reneg adeToolsInstaller2.exe
You must have renegade installed corectly to use Level Edit

Subject: Re: Changing Weapon Damage
Posted by terminator 101 on Mon, 13 Mar 2006 22:19:40 GMT
View Forum Message <> Reply to Message

Quote:You must have renegade installed corectly to use Level Edit
What do you mean by that?

Subject: Re: Changing Weapon Damage
Posted by Kanryo on Tue, 14 Mar 2006 01:25:50 GMT
View Forum Message <> Reply to Message

Alright. Thanks a bunch. I'll try it out and let you know if I got it to work.

Subject: Re: Changing Weapon Damage
Posted by htmlgod on Tue, 14 Mar 2006 14:15:23 GMT
View Forum Message <> Reply to Message

Terminator 101 wrote on Mon, 13 March 2006 17:19Quote:You must have renegade installed
corectly to use Level Edit
What do you mean by that?

I think he's pretty clear. LevelEdit reads information from the Always.dat which is installed by
Renegade, and so if you don't have Renegade installed, you can't properly run/use LevelEdit.

Subject: Re: Changing Weapon Damage
Posted by terminator 101 on Tue, 14 Mar 2006 21:34:51 GMT
View Forum Message <> Reply to Message

No he is not. He said "installed correctly" not just "installed". So, how can Renegade be installed
incorrectly?

Subject: Re: Changing Weapon Damage
Posted by bisen11 on Wed, 15 Mar 2006 02:25:40 GMT
View Forum Message <> Reply to Message

Terminator 101 wrote on Tue, 14 March 2006 16:34No he is not. He said "installed correctly" not just "installed". So, how can Renegade be installed incorrectly?
Missing files. Incomplete instalation. Deeply hidden files. A zipped renegade folder maybe. lol.

Subject: Re: Changing Weapon Damage
Posted by Kanryo on Sun, 19 Mar 2006 03:33:41 GMT
View Forum Message <> Reply to Message

Well, I've got it installed and running, but I seem to be having problems. I can open Leveledit fine, but when I go to the preset tree on the right and click on the folders, nothing happens. I'm not sure if this is supposed to happen or not.

I have looked around this board and I gather that I am supposed to have more than   two folders saying 'EditorCache' and 'Levels' in the mod package folder. Is there anything I can do to fix this?

I have already uninstalled and reinstalled the application. Does the fact that I am running the First Decade version of Renegade have anything to do with it?

Subject: Re: Changing Weapon Damage
Posted by Hex on Sun, 19 Mar 2006 10:34:59 GMT
View Forum Message <> Reply to Message

Weapon damage is client side not server, can't be changed (afaik)

Subject: Re: Changing Weapon Damage
Posted by Kanryo on Sun, 19 Mar 2006 18:48:52 GMT
View Forum Message <> Reply to Message

I am only looking to change it for myself though.