Subject: LevelEdit Problems
Posted by Tibwolf on Mon, 19 Jun 2006 22:44:10 GMT
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I think something is wrong with my LevelEdit or something, and I think that TFD is the problem. Whenever I start LevelEdit there is nothing - no presets, scripts, anything. When I try to load a map, it says missing files and crashes. Is there any way that I could download a presets and scripts file or anything?

Thanks for any help

Subject: Re: LevelEdit Problems
Posted by Zion on Mon, 19 Jun 2006 23:05:38 GMT
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It is "TFD", i had the same problem a while ago.

Level Edit reads the always.dat file in C:\westwood\Renegade\Data\ for its presets. If they are not avalible (ie. directory non-existant) there will be no presets. If you try to load an existing mod package LE will crash upon boot.

This can be corrected by reinstalling renegade from the original disk, not "TFD".

Subject: Re: LevelEdit Problems
Posted by cmatt42 on Mon, 19 Jun 2006 23:20:03 GMT
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Can't you just install to C:\Westwood\Renegade with The First Decade? You should be able to.

Subject: Re: LevelEdit Problems
Posted by Tibwolf on Tue, 20 Jun 2006 00:23:21 GMT
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Oh, thanks guys!

Subject: Re: LevelEdit Problems
Posted by N1warhead on Tue, 20 Jun 2006 01:06:43 GMT
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Hey, if u goto www.westwood.com it takes u to EA's C&C site and they got a Patch for the problem, but for me if u want to goto play online then ur gonna need to do a quick Repair to the game through the Add/Remove spot on the Launcher. hoped that helped

Subject: Re: LevelEdit Problems
Posted by Tibwolf on Wed, 21 Jun 2006 22:37:08 GMT
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Thanks for all the help, I have it fixed now.

New question, is there a useable AI sniper weapon?

The only useable ai weapons I've found so far are

-GDI chaingun
-NOD chaingun
-Laser Rifle
-Laser Chaingun
-Pistol
-Repair Gun
-Shotgun

Does anybody know of any other player-accessable AI weapons and their preset names?

Thanks again!

Subject: Re: LevelEdit Problems
Posted by nopol10 on Thu, 22 Jun 2006 09:02:54 GMT
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There is a AI Sniper Rifle. Its the one used by the Nod bots and it has a red beam.

(and before ACK comes about...Its Nod not NOD.)

Subject: Re: LevelEdit Problems
Posted by Tibwolf on Fri, 23 Jun 2006 17:34:40 GMT
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I know there is one, but can it be spawned in maps and such without editing files?

Subject: Re: LevelEdit Problems
Posted by Zion on Fri, 23 Jun 2006 21:20:37 GMT
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nopol10 (and before ACK comes about...Its Nod not NOD.)

"Remember, it's Nod, not NOD."

Anywho, in the presets tree:
Objects > PowerUp > Soldier Powerup > Weapon Powerup > POW_Sniper_Rifle_Player

This does spawn by the way.

Hope this helps.

Subject: Re: LevelEdit Problems
Posted by Tibwolf on Wed, 28 Jun 2006 22:29:27 GMT
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Ok, I finally made the map I was trying to make.

It is a DM style map that I plan to play with my friends, so I added bots to give it a war-like feel. I probably went overboard...

Anyways, anyone want to give it a look and offer any suggestions?
(Also, is there a way to prevent the level file from loading every single object? It takes about 5 minutes to load because of all the bots...)

http://www.esnips.com/web/TibwolfDM
That is where my stuff is, please comment

This is my first Renegade map, so please excuse the C&C_Under landscape. I don't know how to make land yet...