
Subject: LevelEdit/Singleplayer modding help
Posted by [Malavik](#) on Thu, 27 Jul 2006 03:25:45 GMT
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i have had CnC renegade for a couple of years and i love it, but i lost it amongst the clutter, i just recently found it and am playing it. i had a mod but i lost it for single player, that dropped all the weapons at the beginning of the game, with infinite ammo, if anyone knows where that mod has gone can you let me know, also any other good mods out there. thanks

Subject: Re: Mod? Help? please!
Posted by [bisen11](#) on Thu, 27 Jul 2006 03:36:03 GMT
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www.renegadezone.com has a lotta mods like that.

Subject: MOD Help?
Posted by [Malavik](#) on Sun, 30 Jul 2006 21:38:36 GMT
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trying to edit a mod, i downloaded a mod which works great it is an object.ddb file, what program(s) work good for editing it? how do i edit it? i downloaded renX but it wouldnt work, i registered gmax and i still cant use it, i tried xxc mixer but it screws up, so if anyone could help me out that would be great

Subject: Re: MOD Help?
Posted by [danpaul88](#) on Sun, 30 Jul 2006 21:50:13 GMT
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RenX is for creating objects, such as terrain, vehicles etc, NOT for modifying objects.ddb

You want Level Editor for that, and tbh if you don't already know that your probably best getting something thats available for download...

Subject: Re: MOD Help?
Posted by [Malavik](#) on Sun, 30 Jul 2006 21:56:16 GMT
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ok i can open renegadetools, but does anyone know of a tutorial of how to use it? like how to give havoc laser rifles first level, with unlimited ammo, or how to make an orca in the 3rd level etc etc, i appreciate any help

Subject: Leveledit

Posted by [Malavik](#) on Mon, 31 Jul 2006 01:40:46 GMT

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hey i know i need leveledit for editing the objects.ddb file, but i dont know how to open the objects.ddb and edit the single player, adding weapons or vehicles anyone know? i wanted to add some weapons to the game, infin ammo on said weapons, and an orca here and tere

Subject: Re: Leveledit

Posted by [Kamuix](#) on Mon, 31 Jul 2006 01:52:09 GMT

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If you want to actually edit the single player maps than download them here

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

Subject: Re: Leveledit

Posted by [Malavik](#) on Mon, 31 Jul 2006 01:55:23 GMT

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well i downloaded a mod, and it had all the weapons in it, objects.ddb how do i edit that for different ammo and vehicles?

Subject: goldengodmod v2

Posted by [Malavik](#) on Mon, 31 Jul 2006 02:00:06 GMT

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i downloaded this mod, and it is a pretty good mod i enjoy it, two problems with it, it doesn't have the tiberium fletcher gun and the ramjet gun does have infinite ammo, how do i edit the objects.ddb to add that gun, and make the ramjet have unlimited ammo, and add an orca to it later on

Subject: Re: Leveledit

Posted by [Kamuix](#) on Mon, 31 Jul 2006 02:33:20 GMT

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Under munitions in LE, Objects>vehicles, I'm having a hard time understanding exactly what you're asking.

Subject: Re: goldengodmod v2

Posted by [YSLMuffins](#) on Mon, 31 Jul 2006 03:09:12 GMT

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Malavik, please do not post multiple topics asking the same question. From what others have posted in your topics, you should be able to find what you need experimenting in LevelEdit.

Edit: I have now merged your topics.

Subject: Re: goldengodmod v2

Posted by [Kamuix](#) on Mon, 31 Jul 2006 03:14:37 GMT

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Well i couldn't really understand his last question but.
Use the XCCMixer from here [http://xccu.sourceforge.net/utilities/Xcc mixer 1.44](http://xccu.sourceforge.net/utilities/Xcc_mixer_1.44) or whichever one don't matter.

Go into the mod mix file, extract Objects.ddb, put it into a mod folder and screw with it, than put it into you're Rendata folder or use Xcc mix editor(Found it XCC Utilities) and put it back into the mod mix you got it from.

That should work i don't see any reason why it wouldn't

Subject: Re: LevelEdit/Singleplayer modding help

Posted by [Veyrdite](#) on Sat, 12 Aug 2006 03:57:28 GMT

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you can get the single player levels in lvl format, they work a bit buggy but you can add all the weapons you need at the feet of your spawner(s)
once exported, they can only be run as a multiplayer map.

some bugs include:

- two men at the beggining of the first level dont move their feet of arms in the cut scene
- at the end of the levels, you will have to kill the game with task manager or it will go on until the timer expires, only if you havent put the timer to 0 (infinite
- at the beggining of the first level, you have to commit suicide as you are stuck, ending up in the cutscene finishing area. for the game to work again, you have to go back where you started to go through the thresholds.

may i add that you do not have to add anything to the level for it to work with gdi or nod. i dont know if adding a pct will crash the game. the health of opponents will be the same in normal single player, exepct in recruit difficulty (the easiest)

i am not sure that these levels have westwood copyright, so dont just go prancing around the web for a server to put them on.

viewing the levels also helps to get through them-great way to cheat.

oh and some things are entirely scripted, like the meduim tank dropoff on the beach on the second level, so you need to be a scripter. PLEASE NOTE I AM NOT ONE
custom scripts like the one that drops the apache on the first level instead of the meduim tank WILL effect the map, so doing this will not make an original map as it too is scripted.

finally, avoid replacing enemys with normal troops as these may affect the cutscenes and therefore affect gameplay

sorry that this is so long and there may be some spelling mistakes but i am in a hurry, i may update it so dont post my errors!!!

<please note that these levels are not the ones found originally in level edit, they can only be found pre-done by opening them using the file dropdown menu>

Subject: Re: LevelEdit/Singleplayer modding help
Posted by [jonwil](#) on Sat, 12 Aug 2006 08:48:22 GMT
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the single player levels (and everything else) on the westwood FTP site have westwood/EA copyright and westwood granted permission for modders to use them to mod renegade with. (so until EA says otherwise or decides to enforce any copyrights on them, you can use them for renegade)

Subject: Re: LevelEdit/Singleplayer modding help
Posted by [Veyrdite](#) on Sat, 19 Aug 2006 10:02:42 GMT
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i am talking about posting it on the web as your own creation or charging money for it.