
Subject: Extra things in LE

Posted by [totalhavok](#) on Fri, 06 Oct 2006 13:07:08 GMT

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Does anyone know how to get the: Stealth Suit, Adernalin Syringe, Headband, Mobious Shield, ect... to work in a multi-player map??

A lot of servers don't run Stealth Create scripts, God Create, ect... How do I get these to work by just incorporating them into a multi player map?

Subject: Re: Extra things in LE

Posted by [Ryu](#) on Fri, 06 Oct 2006 14:25:54 GMT

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With the stealth suite, attach the script "Stealth Armour" and give the time like 99999.9 lol, so it last's for ever!

I'm not sure about the other's

Subject: Re: Extra things in LE

Posted by [crazfulla](#) on Sat, 07 Oct 2006 06:30:11 GMT

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I made a 'God' for my latest instalment. I just temped the Locke and Kane models from the existing extras menu and gave them extra health, weapons etc. as you would get from the crate. Raised the death and damage points too, and they don't come cheap. Thats an easy one really, you just have to setup a new preset. Then if you want it to be awarded from a crate, temp the CnC_Crate powerup and add your 'God' to the presets. However IDK if you can specify which team gets which god IE Nod might get locke... I just put mine on the extras menu for 3 grand

Subject: Re: Extra things in LE

Posted by [totalhavok](#) on Sun, 08 Oct 2006 18:17:33 GMT

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Another Extra thing in LE I came across is a PT setting for Equipment. Now let's say I want to use this with and TIE is availability to a new building, A Base Armory. This way even after the Hand, Bar, Air, and WF are destroyed, you will still be able to buy better weapons (as long as you still have an Armory left).

I already have the meshes, agragates, transform animations done in max 7.1, so now,

1: how do I get this new PT setting to show up at the first PT screen (free stuff, characters, vehicles, beacons)?

Say Option 9, or 0 Equipment.

2: How do I go about making a building controller for it?

Also how do I tie sounds to a buildings health? I have sounds that I want to play ONLY until the building is destroyed. I have other sounds I then want to play ONLY after the building is destroyed. Is there a way to do this?

Subject: Re: Extra things in LE

Posted by [Zion](#) on Mon, 09 Oct 2006 09:29:39 GMT

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totalhavok wrote on Sun, 08 October 2006 19:17

2: How do I go about making a building controller for it?

Also how do I tie sounds to a buildings health? I have sounds that I want to play ONLY until the building is destroyed. I have other sounds I then want to play ONLY after the building is destroyed. Is there a way to do this?

Temp or create a new building controller and set its variables.

Sounds can be added in the strings table with strings. You can add strings to the controller in the controller settings.

To add new strings to the table, or edit current ones, in LE goto "Strings > Edit Table" at the top of the application.

No answer to the first one as i would like to know this info myself...

Subject: Re: Extra things in LE

Posted by [Whitedragon](#) on Mon, 09 Oct 2006 10:32:53 GMT

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There is currently no way to use the equipment menu.

Subject: Re: Extra things in LE

Posted by [totalhavok](#) on Mon, 09 Oct 2006 19:22:00 GMT

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Whitedragon wrote on Mon, 09 October 2006 06:32There is currently no way to use the equipment menu.

What if I remove the Shotgun Troopers from the main menu, to make room for the Equipment

Menu? This would make room for the Equipment menu, but the map will not have shotgun troopers as a result. This is the only way I can see fitting this option into the main PT menu, There isn't enough space for another icon if I don't.

Subject: Re: Extra things in LE

Posted by [totalhavok](#) on Mon, 09 Oct 2006 19:29:15 GMT

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Merovingian wrote on Mon, 09 October 2006 05:29totalhavok wrote on Sun, 08 October 2006 19:17

2: How do I go about making a building controller for it?

Also how do I tie sounds to a buildings health? I have sounds that I want to play ONLY until the building is destroyed. I have other sounds I then want to play ONLY after the building is destroyed. Is there a way to do this?

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No answer to the first one as i would like to know this info myself...

I already tried to play with the Strings table in LE for the name of a GDI sam site. ENC catagory, name and description, it didn't work and kept crashing LE on me! Using the ENC id for the Nod sam site caused even worse problems! (mix format did not compile correctly, all base defences dissapeared, and I spawned in the middle of the map, where I was standing in LE the last time I save the .lvl file in LE). How EXACLY do I do this? Is there a better way to do this in LE, say just Import new strings that are set up correctly?

Also The nod_turrets_DEC_Improved, work, but the targeing sucks on characters, (They work fine on vehicles) What value can I give them in the scripts that will make them work better? (more accurate against infantry)

Subject: Re: Extra things in LE

Posted by [crazfulla](#) on Tue, 10 Oct 2006 11:26:44 GMT

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I would temp the Nod_Turret_Improved and give it an artillery shell or something. theres no point making a turret shell "tracking" cause it isn't self propelled. So why not add splash damage? xD

Subject: Re: Extra things in LE

Posted by [Jerad2142](#) on Tue, 10 Oct 2006 13:58:45 GMT

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First off you use the "RA_Base_Defense_Simple" script on the turret (It gives you the most options [Excluding attack time] and plus it gives you the AI option to aim at infantry's feet).

Then to make the turret give damage reports you have to make new strings and make sure any sound preset it is attached to has a .wav file attached to that. And make absolutely sure that you make your own new strings, because probably what you are doing is attaching a sound to the name of the same site and then the game would try to play the sound when ever the name is displayed (It always is so it would crash the game).

Then you just open the turret/sam site and put the strings in. Here is an example of what I mean:

File Attachments

- 1) [Damage Report.png](#), downloaded 458 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



Presets

Edit object

General Physics Model Settings Dependencies Scripts Transitions

SightDownMuzzle

VehicleNameID

NumSect

GDIIDamageReportID

NodDamageReportID

GDIIDestroyReportID

NodDestroyReportID

OK

Cancel

OK & Propagate...

Obsolete deform chunk encountered in mesh: .DUMMY
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Old Mods\characters\havoc\FullMoon.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Old Mods\characters\FullMoon.tga

Ready

Camera (0.00,0.00,80.00)



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Subject: Re: Extra things in LE
Posted by [totalhavok](#) on Wed, 11 Oct 2006 18:33:26 GMT
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crazfulla wrote on Tue, 10 October 2006 07:26I would temp the Nod_Turret_Improved and give it an artillery shell or something. theres no point making a turret shell "tracking" cause it isn't self propelled. So why not add splash damage? xD

This turned out to be ALMOST the best fix, but the arty shells have a bit too much splash, so what I did was temp a new Cannon_2 ammo setting, I upped the damage to 40 points from 30, and replaced the small shell with a medium shell. I then went back to my temped Nod_Turret_DEC_Improved_02, and set the tilt rate AND the turn rate to 700 up from 500, I then lowered the Z setting from 1.00 to 0.7 (mid waist hieght), and changed the Weapon error rate from 1.00 to 0.010.

These setting work MUCH better against infantry, and a little better against vehicles
