
Subject: Modifying original single player levels?
Posted by [Broadus](#) on Fri, 13 Oct 2006 08:00:02 GMT
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Well, I want to modify the original single player levels, but I guess first thing's first:
If I modify them and somehow manage to save them as MIX files (I'll get to all that later or look it up or something), will that work? I heard trying to modify the original levels will make the game crash, and I don't want to start modifying a bunch of stuff, only to learn that it won't work.

Subject: Re: Modifying original single player levels?
Posted by [LR01](#) on Fri, 13 Oct 2006 14:55:50 GMT
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modify? the terrain?

Subject: Re: Modifying original single player levels?
Posted by [Broadus](#) on Fri, 13 Oct 2006 22:17:58 GMT
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I meant the characters in the levels. Like, maybe I want to add more GDI buddies for the player, or more enemies. I think the single player game could use some big battles between GDI and Nod, like on the very first level.

Subject: Re: Modifying original single player levels?
Posted by [Genesis2001](#) on Sat, 14 Oct 2006 00:01:27 GMT
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To Make A Server-Side Mod: (I think this is what you want):

1. Download Renegade Public Tools [here](#).
2. You'll need the Misson Map Files. Download [here](#).
3. Open Level Edit, Add New "mod", Open the Level Edit File from those mission map files you downloaded.
4. Edit the things you want to edit.
5. File > Export Mod Package
6. Save as *.pkg (replace * with whatever you want the file to be called (whatever.pkg)
7. Open *.pkg file in an extraction program (ie: XCC Mixer, Renegade Ex (not RenEx - Editor).
8. Extract the *.lsd & *.ldd files from the *.pkg file.

After #8, All you have to do is put the LSD & LDD Files in your data folder
(C:\Westwood\RenegadeFDS\Server\Data - For RenegadeFDS Servers OR
C:\Westwood\Renegade\Data - For Normal Renegade)

Subject: Re: Modifying original single player levels?
Posted by [Genesis2001](#) on Sat, 14 Oct 2006 00:05:33 GMT
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Broadus wrote on Fri, 13 October 2006 16:17 I meant the characters in the levels. Like, maybe I want to add more GDI buddies for the player, or more enemies. I think the single player game could use some big battles between GDI and Nod, like on the very first level.

Well, After reading this last post -.- This tutorial means shit to you now....

What you mean is to CODE Renegade...Ask Jonwil about that.. He'll have more answers.

Subject: Re: Modifying original single player levels?
Posted by [WNxCABAL](#) on Sat, 14 Oct 2006 00:44:00 GMT
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Its just cinematics you need to learn

Subject: Re: Modifying original single player levels?
Posted by [Veyrdite](#) on Sat, 14 Oct 2006 03:00:46 GMT
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it shouldn't make you crash unless the level has bugs in the first place, which commonly happens when modding single player levels. most of these shouldn't affect the gameplay but probably the visual (eg: solders legs not moving when he moves). i'd re-install renegade in another directory to tamper with so you dont have to start from scratch on your original renegade skins and maps.

Subject: Re: Modifying original single player levels?
Posted by [Broadus](#) on Sat, 14 Oct 2006 03:43:27 GMT
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... Do what?

I want to modify the original single player levels (I downloaded the single player .LVLs released by Westwood), and play them on single player. I don't want to turn them into multiplayer maps or mess around with skins or models. All I really want to do is add in things like extra soldiers and teammates, then play the modified levels on single player.

I've never seen anyone make a single player level, and the dude that modified the original single player levels just turned them into co-op so they didn't have any scripted sounds or cutscenes. I'm just wandering if I can retain the original dialogue and the little in-game cutscenes and scripts while still being able to add in my own useless crap, then turning it all into a .MIX file that can replace the original single player .MIXs so I can play the levels in the same way that I can already play the originals.

I waste a lot of time messing with the single player modes in games such as Half-Life: Opposing Force, Medal of Honor: Allied Assault, Call of Duty and Star Wars: Republic Commando. The first two needed things like teammates (mainly just Allied Assault), and the last two I was just having some fun with, but Renegade seems to have a lot of teamwork potential with the huge variety of friendly vehicles and soldiers that don't get used often enough.

If it's not possible to modify the original single player levels while still being able to retain the original content, then I just won't do it. But, is it possible? If so, how? Those are my questions, and the only ones I'd like answered at this particular moment.

Subject: Re: Modifying original single player levels?
Posted by [Veyrdite](#) on Sat, 14 Oct 2006 05:35:44 GMT
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you do retain the cutscenes when its a mix, i am sure, people have posted related topics to this, but they place weapons instead of more bots.

Subject: Re: Modifying original single player levels?
Posted by [LR01](#) on Sat, 14 Oct 2006 11:41:23 GMT
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So, you want to use the original terrain, and remake the mission?
And, Yes there SP missions made, Sole Survivoir

Subject: Re: Modifying original single player levels?
Posted by [Broadus](#) on Sat, 14 Oct 2006 23:50:17 GMT
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I don't want to remake the mission, man. Never said that. I just want to place more things like soldiers and vehicles.

Subject: Re: Modifying original single player levels?
Posted by [Spyder](#) on Wed, 18 Oct 2006 15:26:59 GMT
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Ok this is all some kinda n00b talk... Let the pro's do it =P

In the first place, what do you wanna make?

1. A co-op level?
2. A modified terrain level?

I'll handle them both.

1.
Make some spawners for the units you want at some particular places. If they keep walking away from their zone try to add a waypath to them (for waypath stuff ask Oblivion). If you want to keep them on the place, make sure you mark the InnatelStationary setting. When you've done the right stuff make some building controllers on the map, out of the enemy's and player's sight. Then save your map as a .pkg. Open the .pkg file in XCC mixer or RenegadeEx (I recommend XCC mixer). Extract only the .ldd file. The .lsd file makes the game crash. If it crashes the game try the .lsd file, because i'm not 100% sure about this.

2.
If you wanna modify the terrain... Get a life! You cannot modify the Single Player level terrains. There is no possible way to do that.

Hope this helps...

Subject: Re: Modifying original single player levels?
Posted by [Zion](#) on Wed, 18 Oct 2006 17:04:35 GMT
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Reborn, you're wrong about editing the terrain.

You can edit it, just get the tool to import the .w3d file, and import the w3d file.

Fairly simple if you ask me.

Subject: Re: Modifying original single player levels?
Posted by [Spyder](#) on Wed, 18 Oct 2006 17:06:16 GMT
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Lame... It's not a SP lvl then.

Subject: Re: Modifying original single player levels?
Posted by [Zion](#) on Wed, 18 Oct 2006 17:44:48 GMT
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Why not?

Just because you edit something for your own needs/uses doesn't mean that what becomes of it can't be where it originated from.

Like if you edit a single player map to make it longer, or change buildings to another type/make them better doesn't mean that it can't be a mission map.

I didn't see that he declared he wanted it serverside, so please, don't give him false information.

Just get the .lvl file of the map you want from here.

PS. I meant darksnipa in my first post since i took ID from the avatar, which is identicle for both users.

Subject: Re: Modifying original single player levels?
Posted by [Spyder](#) on Wed, 18 Oct 2006 21:17:47 GMT
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How can I change the w3d file when it's not included to the map files?

Subject: Re: Modifying original single player levels?
Posted by [Zion](#) on Thu, 19 Oct 2006 07:31:37 GMT
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Every single .w3d file for this game is found in always.dat. Find the correct name for the terrain (can be found in LE) and extract as .w3d, then import into RenX/3DSMax.

Subject: Re: Modifying original single player levels?
Posted by [Spyder](#) on Thu, 19 Oct 2006 08:32:24 GMT
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Sure, but one problem Mr. Smartypants...

The textures will be deleted when importing it to RenX and I don't feel like re-skinning the whole frickin map.

Subject: Re: Modifying original single player levels?
Posted by [Zion](#) on Thu, 19 Oct 2006 11:15:50 GMT
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If that's what it takes then that's what it takes.

A dedicated modeller will do anything (within reason) to get his/her map/mod out there.

Subject: Re: Modifying original single player levels?
Posted by [Broadus](#) on Mon, 23 Oct 2006 04:13:50 GMT

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Yeah... Darksnipa was way off. I said that I wanted single player, not multiplayer co-op, and I don't care about the terrain. I don't want to touch the terrain. The terrain is fine. Like I already explained thoroughly, all I wanted to do was add in units, as in goodguys and badguys, as in soldiers and vehicles, into the single player game, preserving the terrain, the single player (NOT multiplayer), the dialogue, the cinematics, all of that crap, the single player maps being the exact way they're meant to be, playing by going to Single Player and choosing a difficulty, not doing any multiplayer, watching the little cutscenes as they always were, and playing the single player game with added enemies and allies and absolutely nothing else changed. No fancy terrain editing or online .PKG's or any of that. Just single player with more soldiers and vehicles for both sides. Really, modifying the single player campaign isn't all that worth it, now that it's been a week since I cared.

Subject: Re: Modifying original single player levels?
Posted by [Zion](#) on Mon, 23 Oct 2006 08:02:35 GMT
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Well, if you wanted to get back into it your imagination will bloom.

If you do want to get back into it, go here and open the .lvl file of what you want then edit and save/export.
