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Subject: SUPER NEW

Posted by [tanner2007](#) on Tue, 16 Jan 2007 09:59:08 GMT

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im new at this shit i dotn know ANYTHING this is what i wanna know how to do

make a mod game that could play on a server tthat i will make

i dont know how to make a server

i want 500 helath 500 armor

i want to us a mammthom tank model i got in aas a vehicle

and ect idk where to even start im new first time event hinking of itt please help

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Subject: Re: SUPER NEW

Posted by [nopol10](#) on Tue, 16 Jan 2007 10:21:06 GMT

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What happened to your spelling???

Anyway, to start working on a map, download Gmax first, install it, then get the Renegade Tools and install it. From what you say you want to do, you probably need LevelEdit in Renegade Tools.

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Subject: Re: SUPER NEW

Posted by [IronWarrior](#) on Tue, 16 Jan 2007 12:08:13 GMT

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- 3) XCC Mixer 1.44 (or updated)
- 4) Scripts 2.9.2

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Download the scripts here <http://www.game-maps.net/index.php?action=file&id=603>

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Subject: Re: SUPER NEW

Posted by [LR01](#) on Tue, 16 Jan 2007 17:49:24 GMT

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tanner2007 wrote on Tue, 16 January 2007 10:59im new at this shit i dotn know ANYTHING this is what i wanna know how to do

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"i want to us a mammthom tank model i got in aas a vehcicle"  
use it? for what?

"i don't know how to make a server"

well, if your connection is slow, under 1 MBPS, you should only host a game for 4 players, ore else, you will have lag, and not a little, you can host already, just press Host when you are on WOL, but I think you wanna host with a FDS?, well you need that for a lot

"i want 500 helath 500 armor"

as a soldier? the soldier you start with?

not sure, but I think you MUST have SSAOW

start up LE

You need the name the package to map you want, like C&C\_Canyon

you can now open a map, must be the same as the package, like you can open C&C\_Canyon.

then see on your rech "Object" dubbleklik on it, go to Soldier, go to Soldier\_Presets ,

GDI\_MiniGunner\_0 , CnC\_GDI\_MiniGunner\_0

click on mod, go to settings, there are some things you can change, like its heal, (also the shieltype, if you set something to blamo, it will be undestroyable)

now you need to close LE, and when it askes; save presents, say yes (of course) (not sure if you need to close it)

then place objects.ddb from you package folder(default: C/program files/ renegade public tools/ leveledit/(then your folder)/ presents) in your FDS date map, then rename it to objechts.aow

if you want to use other mods, like more turrets, place the .idd from Level to you date folder from you FDS.

You can make pretty much, just be creative

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Subject: Re: SUPER NEW

Posted by [Jerad2142](#) on Tue, 16 Jan 2007 18:04:56 GMT

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Tanner all you need to do is make a .pkg in level editor, for the soldier you would have to modify the preset "CnC\_GDI\_minigunner\_0" (I think thats what it is, if its not I will change it when I get home if I'm wrong, oh you will also have to modify the nod version to).

Are you referring to changing the mammoth tanks 3D model? If so you have to make the new model in RenX (unless you already have the model) save it as .w3d format into the mod folder.

And you change the mammoths model under its physics tab.

You will not need SSAOW.

A mod package can hold as many maps as you want, named whatever you want (but to use it you will need Renegade's patch, and no its nothing new its just the one that allows you to fly vehicles). Everyone that wants to play the mod would need to have the package on their computer. If you do not want to have everyone upload the package, you will need to no how to program scripts. But if it has any changes to the level, new sound effects, new models, it well have to be uploaded anyway.

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Subject: Re: SUPER NEW

Posted by [IronWarrior](#) on Tue, 16 Jan 2007 18:18:55 GMT

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Jerad Gray wrote on Tue, 16 January 2007 11:04Tanner all you need to do is make a .pkg in level editor, for the soldier you would have to modify the preset "CnC\_GDI\_minigunner\_0" (I think thats what it is, if its not I will change it when I get home if I'm wrong, oh you will also have to modify the nod version to).

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He shouldnt go down the mod path.. that requires people to download shit.

He should stick server side and everything he has asked he can do, expect for the mammy model.

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Subject: Re: SUPER NEW

Posted by [Jerad2142](#) on Tue, 16 Jan 2007 18:50:51 GMT

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IWarriors wrote on Tue, 16 January 2007 11:18 Jerad Gray wrote on Tue, 16 January 2007 11:04 Tanner all you need to do is make a .pkg in level editor, for the soldier you would have to modify the preset "CnC\_GDI\_minigunner\_0" (I think thats what it is, if its not I will change it when I get home if I'm wrong, oh you will also have to modify the nod version to).

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Agreed, it gives the person a lot more options when you are just beginning, plus, it will allow him to mod the maps.

IWarriors wrote on Tue, 16 January 2007 11:18  
expect for the mammy model.

I think I missed something, please explain.

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Subject: Re: SUPER NEW  
Posted by [SSnipe\\_deleted](#) on Wed, 17 Jan 2007 07:02:02 GMT  
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well this is tanners other nick.....yea.....all i want is to make a small online server with lots of stuff to jsut mess around and etc

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Subject: Re: SUPER NEW  
Posted by [tanner2007](#) on Wed, 17 Jan 2007 08:34:06 GMT  
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IWarriors wrote on Tue, 16 January 2007 04:08 Visit this link to download the things you need

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Learn how to use this stuff <http://www.renhelp.net/>

u sure thta one sites teaches me to work and run all this shit>?

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Subject: Re: SUPER NEW

Posted by [zunnie](#) on Wed, 17 Jan 2007 11:32:18 GMT

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I would get SSAOW 1.51, instead of scripts 2.9.2 which does not support modding things serverside through objects.ddb etc. (292 will not load objects.aow in the data dir for example).

Download SSAOW 1.51 and use these dll's in your leveledit and on your server as well.

This catagory contains roughly everything you need to start mapping/modding for Renegade...

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Subject: Re: SUPER NEW

Posted by [Theboom69](#) on Fri, 19 Jan 2007 05:44:45 GMT

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[www.RenHelp.net](http://www.RenHelp.net)

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