Subject: How do I make the SBH remain as unstealthed?
Posted by Crusader on Thu, 31 May 2007 07:43:52 GMT
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I want to have my own little mod that I could use to play in LAN games.

So, my question is, how do I make the Stealth Black Hand NOT stealth after buying the character? I don't want the invisibility kickin in.

Anyone know? Much thanks for help.

PS: Oh...please tell me what programs/utilities that I need. Thank you.

Subject: Re: How do I make the SBH remain as unstealthed?
Posted by Jonty on Thu, 31 May 2007 07:50:00 GMT
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One thing that is probably pointless, but a cool gimmick, would be to make the right-click activate or deactivate the cloak.

Subject: Re: How do I make the SBH remain as unstealthed?
Posted by Ryu on Thu, 31 May 2007 07:51:48 GMT
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You need Level Edit,

Install it, Open it, Make a new Mod Package, And when your in Level Edit; Go to the Global Settings tab and highlight the "General" tab, Then click "Mod", Go to the setting's tab and scroll down, You'll see a "Stealth Distance Human" Just set that to 00.00 and Viola.

Subject: Re: How do I make the SBH remain as unstealthed?
Posted by Yrr on Thu, 31 May 2007 08:46:53 GMT
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Or if both, client and server, use the mod, you can simply edit the SBH soldier preset and uncheck IsStealth.

Subject: Re: How do I make the SBH remain as unstealthed?
Posted by _SSnipe_ on Thu, 31 May 2007 10:53:21 GMT
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and to be double sure do both ideas

Subject: Re: How do I make the SBH remain as unstealthed?
Posted by Ryu on Thu, 31 May 2007 11:27:40 GMT
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Alex wrote on Thu, 31 May 2007 02:51You need Level Edit,

Install it, Open it, Make a new Mod Package, And when your in Level Edit; Go to the Global Settings tab and highlight the "General" tab, Then click "Mod", Go to the setting's tab and scroll down, You'll see a "Stealth Distance Human" Just set that to 00.00 and Viola.

I forgot to add this:

After you've done all that, Go to: C:\Program Files\RenegadePublicTools\LevelEdit\(Mod Name)\presets folder and find the objects.ddb, Put that in your mod package or map and Viola.

Subject: Re: How do I make the SBH remain as unstealthed?
Posted by Crusader on Thu, 31 May 2007 12:54:11 GMT
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Thanks a lot everyone! Thank you Alex for being very through and replying quickly.

Now my only question is where do I download LevelEdit from? I went here to the RenHelp site but the installation is not working:
http://renhelp.net/index.php?load=Downloads&

I downloaded Jonwil's LevelEdit...should I unzip it into the Renegade directory and then run it?

Subject: Re: How do I make the SBH remain as unstealthed?
Posted by Sn1per74* on Thu, 31 May 2007 13:21:02 GMT
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Try ftp.westwood.com

Subject: Re: How do I make the SBH remain as unstealthed?
Posted by reborn on Thu, 31 May 2007 13:26:28 GMT
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http://www.game-maps.net/index.php?action=file&id=519

Subject: Re: How do I make the SBH remain as unstealthed?

Posted by Genesis2001 on Thu, 31 May 2007 16:30:12 GMT
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Don't be caught using this on XWIS servers though >_>

'tis a bannable offense -.-

-MathK1LL

EDIT:

joe937465 wrote on Thu, 31 May 2007 04:53and to be double sure do both ideas

This coming from the guy who has asked a bunch of questions himself <_<

Subject: Re: How do I make the SBH remain as unstealthed?
Posted by Yrr on Thu, 31 May 2007 16:42:17 GMT
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MathK1LL wrote on Thu, 31 May 2007 18:30Don't be caught using this on XWIS servers though >_>

'tis a bannable offense -.-

erm... why?

Subject: Re: How do I make the SBH remain as unstealthed?
Posted by Genesis2001 on Thu, 31 May 2007 16:49:21 GMT
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Yrr wrote on Thu, 31 May 2007 10:42MathK1LL wrote on Thu, 31 May 2007 18:30Don't be caught using this on XWIS servers though >_>

'tis a bannable offense -.-

erm... why?

Erm, stealth hack >_>

-MathK1LL

Subject: Re: How do I make the SBH remain as unstealthed?
Posted by Oblivion165 on Thu, 31 May 2007 17:02:32 GMT
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IronBalls wrote on Thu, 31 May 2007 08:54Thanks a lot everyone! Thank you Alex for being very through and replying quickly.

Now my only question is where do I download LevelEdit from? I went here to the RenHelp site but the installation is not working:
http://renhelp.net/index.php?load=Downloads&

I downloaded Jonwil's LevelEdit...should I unzip it into the Renegade directory and then run it?

I checked the leveledit files, they are not corrupt and yes you should be using the Jonwil edition.

Subject: Re: How do I make the SBH remain as unstealthed?
Posted by Yrr on Thu, 31 May 2007 17:16:49 GMT
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MathK1LL wrote on Thu, 31 May 2007 18:49Yrr wrote on Thu, 31 May 2007 10:42MathK1LL wrote on Thu, 31 May 2007 18:30Don't be caught using this on XWIS servers though >_>

'tis a bannable offense -.-

erm... why?

Erm, stealth hack >_>

-MathK1LL

No, stealth mod.

Subject: Re: How do I make the SBH remain as unstealthed?
Posted by Genesis2001 on Thu, 31 May 2007 17:19:17 GMT
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Yrr wrote on Thu, 31 May 2007 11:16MathK1LL wrote on Thu, 31 May 2007 18:49Yrr wrote on Thu, 31 May 2007 10:42MathK1LL wrote on Thu, 31 May 2007 18:30Don't be caught using this on XWIS servers though >_>

'tis a bannable offense -.-

erm... why?

Erm, stealth hack >_>

-MathK1LL

No, stealth mod.

No, stealth hack. If you use it in a public server. >_>

-MathK1LL

MathK1LL wrote on Thu, 31 May 2007 19:19Yrr wrote on Thu, 31 May 2007 11:16MathK1LL wrote on Thu, 31 May 2007 18:49Yrr wrote on Thu, 31 May 2007 10:42MathK1LL wrote on Thu, 31 May 2007 18:30Don't be caught using this on XWIS servers though >_>

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-MathK1LL

No, stealth mod.

No, stealth hack. If you use it in a public server. >_>

-MathK1LL

A normal stealth mod, as he requests it, cannot be used on public servers, except if he do other things to make it a cheat, which is not necessary since the stealth cheat is one of the oldest Renegade cheats available.

Subject: Re: How do I make the SBH remain as unstealthed?
Posted by Genesis2001 on Thu, 31 May 2007 17:34:58 GMT
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too may quoted quotes =/

Yrr wrote on Thu, 31 May 2007 02:46Or if both, client and server, use the mod, you can simply edit the SBH soldier preset and uncheck IsStealth.

=/ I was referring to that. Sorry I didn't make myself clear

-MathK1LL

Subject: Re: How do I make the SBH remain as unstealthed?
Posted by Yrr on Thu, 31 May 2007 17:37:23 GMT
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MathK1LL wrote on Thu, 31 May 2007 19:34*too may quoted quotes* =/

Yrr wrote on Thu, 31 May 2007 02:46Or if both, client and server, use the mod, you can simply edit the SBH soldier preset and uncheck IsStealth.

=/ I was referring to that. Sorry I didn't make myself clear

-MathK1LL

This still does not change that it is a mod and should not effect playing on public servers.

Subject: Re: How do I make the SBH remain as unstealthed?
Posted by Genesis2001 on Thu, 31 May 2007 18:25:23 GMT
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Yrr wrote on Thu, 31 May 2007 11:37MathK1LL wrote on Thu, 31 May 2007 19:34*too may quoted quotes* =/

Yrr wrote on Thu, 31 May 2007 02:46Or if both, client and server, use the mod, you can simply edit the SBH soldier preset and uncheck IsStealth.

=/ I was referring to that. Sorry I didn't make myself clear

-MathK1LL

This still does not change that it is a mod and should not effect playing on public servers.

objects.ddb is a presets file >_> It contains settings that modify the game, yes. But it affects all aspects of the game, including online play.

-MathK1LL

Subject: Re: How do I make the SBH remain as unstealthed?
Posted by Yrr on Thu, 31 May 2007 19:10:54 GMT
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MathK1LL wrote on Thu, 31 May 2007 20:25Yrr wrote on Thu, 31 May 2007 11:37MathK1LL wrote on Thu, 31 May 2007 19:34*too may quoted quotes* =/

Yrr wrote on Thu, 31 May 2007 02:46Or if both, client and server, use the mod, you can simply edit the SBH soldier preset and uncheck IsStealth.

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-MathK1LL

This still does not change that it is a mod and should not effect playing on public servers.

objects.ddb is a presets file >_> It contains settings that modify the game, yes. But it affects all aspects of the game, including online play.

-MathK1LL

The objects.ddb is not the only preset file. Other preset files are, for example, *.cdb, *.tdb, *.lsd, *.ldd. Presets can exist per-game (objects.ddb from always.dbs), per-mod (objects.ddb from *.pkg) and per-map (*.ddb from *.mix). If the client really has a modified per-game objects.ddb, the server would not let him in unless he 'cheats' himself in.

Subject: Re: How do I make the SBH remain as unstealthed?
Posted by Genesis2001 on Thu, 31 May 2007 22:38:35 GMT
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Yrr wrote on Thu, 31 May 2007 13:10the server would not let him in unless he 'cheats' himself in.

The server lets anyone in that can load/has the map it's currently playing...RenGuard simply wouldn't let him play with RG on/enabled.

edit Correcting a misspelling of mine =/
MathK1LL wrote on Thu, 31 May 2007 11:34*too many quoted quotes* =/

-MathK1LL

P.S.

I think the *original* question has been answered, so, can a mod please lock this topic?

Subject: Re: How do I make the SBH remain as unstealthed?
Posted by Yrr on Thu, 31 May 2007 23:57:44 GMT
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MathK1LL wrote on Fri, 01 June 2007 00:38Yrr wrote on Thu, 31 May 2007 13:10the server would not let him in unless he 'cheats' himself in.

The server lets anyone in that can load/has the map it's currently playing...RenGuard simply wouldn't let him play with RG on/enabled.

The server doesn't let players with a modified objects.ddb in.

Subject: Re: How do I make the SBH remain as unstealthed?
Posted by Genesis2001 on Fri, 01 Jun 2007 00:37:50 GMT
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MathK1LL wrote on Thu, 31 May 2007 16:38P.S.

I think the *original* question has been answered, so, can a mod please lock this topic?

^^

-MathK1LL

Subject: Re: How do I make the SBH remain as unstealthed?
Posted by Crusader on Fri, 01 Jun 2007 04:46:10 GMT
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Please don't lock this topic!

I downloaded LevelEdit from Reborn's link and it works! So thank you!
But I have trouble finding where the various settings and tabs are...I am going to experiment with it tommorrow and will post any questions here if necessary.

Also, I want to make it very clear that this "mod" is for my personal fun only. I got the idea of doing this whlie playing a Marathon in Goku's Marathon server (the best server!).

So, I bought an SBH in the game but due to lag, I think, the SBH's suit remained unstealthed for almost 4 seconds! The suit was a bright lovely red/silver...but immediately after that, the invisibility kicked in.

So I thought to myself how beautiful the paint job is on the SBH (when uncloaked) and so I got the idea for this mini-mod.

There are maps that I have not fully mastered like Glacier Flying: I plan to use this mod in a singleplayer (just myself) LAN game to explore all the passages and tricks of Glacier Flying. I thought it would be fun exploring it while being an uncloaked SBH because he looks so nice!

So, I hope this clarifies any doubts as to my intentions! Also, next to snakes, the most disgusting thing to me is cheating. I am not even going to go there or EVEN talk about it. And thank you for telling me: I will remove this mod from my Renegade directory when choosing to playing online.

I will post any questions here that I have about LevelEdit since I am new to modding. Thank you all for your help and advices.

Subject: Re: How do I make the SBH remain as unstealthed?
Posted by Ryu on Fri, 01 Jun 2007 06:17:06 GMT
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I would open level edit now, But I'm playing America's Army, And the training Missions are a joke, So i'mnot going to risk my pc crasing. ¬_¬

Okay, After you install Level edit, Just the normal one, Open it.

(JohnWils Versin fixes a few bugs, And You don't need it seeing that your not doing anyhing advanced so it shouldn't crash.)

On your left (after you opened Level Edit) You should see a few things.

Look down for "Global Presets" (Something similar) and click the "-" icon next to it.

Now a drop down list appeared! Look for "Global" And hit the "-" thing again, Now you see a Paper icon and the words "Global" next to it, Click it to Highlight it and click the "Mod" Button and now a screen has appeared! Click the "Settings" tab and scroll down till you see "Stealth Human Distance" and set it's value to 00.00

Click OK!

Now click the X button on your top right hand corner and it will ask you to save some pesets, Hit yes.

Now go to C:\Program Files\RenegadePublicTools\LevelEdit\(Mod Name)\Presets\ , And find the objects.ddb file, Put that in your .pkg or .mix and viola!

If any wrds or letters are missing, Blame AA for lagging my pc. !

Subject: Re: How do I make the SBH remain as unstealthed?
Posted by Crusader on Sat, 02 Jun 2007 03:11:47 GMT
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Thank you, Alex, very much for such a detailed explanation...I needed it.

Everything went well except for the last part you said:

Alex wrote on Fri, 01 June 2007 01:17
Now go to C:\Program Files\RenegadePublicTools\LevelEdit\(Mod Name)\Presets\ , And find the objects.ddb file, Put that in your .pkg or .mix and viola!

OK...I went and found the objects.ddb file. But what do you mean by "put that in your .pkg"???

I saw that you can export the mod and you can save it as a .pkg file. I did that...I found the .pkg file and it was not a file or anything you can put the objects.ddb into.

So, can you please explain me more?

Also, I have another question:
Is it possible to use this mod in the Multiplayer Practice? If yes, how to do it?

I am sorry I ask so many questions! I hope you don't mind these questions. I thank you very much for helping me!

Subject: Re: How do I make the SBH remain as unstealthed?
Posted by Nightma12 on Sat, 02 Jun 2007 11:11:20 GMT

Yrr wrote on Thu, 31 May 2007 18:57MathK1LL wrote on Fri, 01 June 2007 00:38Yrr wrote on Thu, 31 May 2007 13:10the server would not let him in unless he 'cheats' himself in.

The server lets anyone in that can load/has the map it's currently playing...RenGuard simply wouldn't let him play with RG on/enabled.

The server doesn't let players with a modified objects.ddb in.

i believe you will find that it does....

thats how the first ever original ren cheat was made, damage hacks

---

Subject: Re: How do I make the SBH remain as unstealthed?
Posted by Ryu on Sat, 02 Jun 2007 12:08:48 GMT

IronBalls, Do you have msn? I can tell you everything you need to know better.

Check my profile for my msn.

Subject: Re: How do I make the SBH remain as unstealthed?
Posted by Yrr on Sat, 02 Jun 2007 13:54:04 GMT

Nightma12 wrote on Sat, 02 June 2007 13:11Yrr wrote on Thu, 31 May 2007 18:57MathK1LL wrote on Fri, 01 June 2007 00:38Yrr wrote on Thu, 31 May 2007 13:10the server would not let him in unless he 'cheats' himself in.

The server lets anyone in that can load/has the map it's currently playing...RenGuard simply wouldn't let him play with RG on/enabled.

The server doesn't let players with a modified objects.ddb in.

i believe you will find that it does....

thats how the first ever original ren cheat was made, damage hacks

It doesn't unless you use a trick or a cheat program like RGH.

Subject: Re: How do I make the SBH remain as unstealthed?
Posted by Crusader on Sat, 02 Jun 2007 13:58:18 GMT

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Alex wrote on Sat, 02 June 2007 07:08IronBalls, Do you have msn? I can tell you everything you need to know better.

Check my profile for my msn.

Oh..I don't have MSN but I will get it today or by Monday. Then I will update my profile and also contact you. Also, thank you very much for all your sincere help!

Subject: Re: How do I make the SBH remain as unstealthed?
Posted by Genesis2001 on Sat, 02 Jun 2007 15:29:18 GMT

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Nightma12 wrote on Sat, 02 June 2007 05:11Yrr wrote on Thu, 31 May 2007 18:57MathK1LL wrote on Fri, 01 June 2007 00:38Yrr wrote on Thu, 31 May 2007 13:10the server would not let him in unless he 'cheats' himself in.

The server lets anyone in that can load/has the map it's currently playing...RenGuard simply wouldn't let him play with RG on/enabled.

The server doesn't let players with a modified objects.ddb in.

i believe you will find that it does....

thats how the first ever original ren cheat was made, damage hacks

Nightma's correct...This is what I've been saying >_>

-MathK1LL