
Subject: Exporting Stealth mod problem...HEADACHE!

Posted by [Starbuzz](#) on Tue, 24 Jul 2007 09:03:33 GMT

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OK...I know what to do basically. I went into Global Settings > General > Settings > Stealth Distance Human > 00.00

Now that I have done it, I am not sure where to put the objects.ddb file into.

A friend said to put the objects.ddb into the .pkg or .mix but I don't understand. Where is this .pkg or .mix? Should I export the mod? Please help me!

Also, where should the mod be placed in? I named it "StealthMod" and put in the Renegade directory. Should I put it in the Data folder?

I did everything I could possibly do but when I start a LAN game, I can't find my mod name in the drop-down mod package list.

What am I doing wrong? Can someone kindly guide me step-by-step?

Please help me!!! Thank you.

Subject: Re: Exporting Stealth mod problem...HEADACHE!

Posted by [_SSnipe_](#) on Tue, 24 Jul 2007 09:24:05 GMT

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Objects file:

if u want to run serv go into ur renegade lvl dir and copy the objects file into ur servs data and remake it to what ever ur using (ssaow,ssgm etc)

Mod package:

in lvl make ur changes go to export it into pkg file and how ever u use it like if ur running a serv make sure its set to run that mod pakage and have that mod pagake into ur data folder

no matter what u use if u wanna test it make sure how ever ur running the game its set to that mod and u and ur testers have it into there ren data folder

Mix files

mix files are maps like edit a map and with the ldd lsd files an the objects u made for a custom map

at least i think thats how it goes i could and most likely be wrong correct me if i am i hope his may

help

IDK about lan but when u host a game u choose that pakage and make sure its in ur data in ur ren for servers like i said above make sure its set to that mod and in ur data in both datas (servs and game)

for lan maybe someone else can explain?

Subject: Re: Exporting Stealth mod problem...HEADACHE!

Posted by [SWNight](#) on Tue, 24 Jul 2007 12:59:55 GMT

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BuzzOfTheStar wrote on Tue, 24 July 2007 04:03OK...I know what to do basically. I went into Global Settings > General > Settings > Stealth Distance Human > 00.00

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Please help me!!! Thank you.

What are you trying to to? Create a Server-Side mod? Or a cheat? Or add stuff to a map (Mix/Pkg)?

Subject: Re: Exporting Stealth mod problem...HEADACHE!

Posted by [zunnie](#) on Tue, 24 Jul 2007 13:48:04 GMT

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Me thinks he wants a cheat so he can see SBH from any distance..

Anyway, just mod the SBH preset and deselect "IsStealthUnit" if you are that desperate to see SBH's...

Subject: Re: Exporting Stealth mod problem...HEADACHE!

Posted by [Sn1per74*](#) on Tue, 24 Jul 2007 13:56:33 GMT

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Basically you can take the objects.ddb from the mod folder that you created and put it in your renegade data folder. If you export it as a package then the objects.ddb will already be in the package. IF YOU USE THE OBJECTS.DDB, AND IF YOU HAVE RENGUARD YOU WILL BE KICKED FROM RENGUARD. And, if you don't have renguard and you join a game, you may get 0 bug. If you do it the objects.ddb way and host a game, your clients may get 0 bug. If you are doing this to make a cheat, I suggest you change your name, your adress, your ip, and the clothes you are wearing right now, because the entire forums will hunt you down.

Good day.

Subject: Re: Exporting Stealth mod problem...HEADACHE!

Posted by [Starbuzz](#) on Tue, 24 Jul 2007 19:15:02 GMT

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Thank you, Joe. My problems are solved.

alz45 wrote on Tue, 24 July 2007 08:59

What are you trying to to? Create a Server-Side mod? Or a cheat? Or add stuff to a map (Mix/Pkg)?

I am making a mod for a server I am going to set up in a month. In this mod, Nod completely loses it's ability to cloak. This is a mod where there will be no more stealth units.

zunnie wrote on Tue, 24 July 2007 08:48Me thinks he wants a cheat so he can see SBH from any distance..

Anyway, just mod the SBH preset and deselect "IsStealthUnit" if you are that desperate to see SBH's...

I would greatly appreciate if you don't make any rash statements. I do thank you for your help.

Sn1per74* wrote on Tue, 24 July 2007 08:56IF YOU USE THE OBJECTS.DDB, AND IF YOU HAVE RENGUARD YOU WILL BE KICKED FROM RENGUARD.

Yes, I am not stupid. Thank you for the advice anyway.

DETAILS OF MY MOD:

- The Stealth Black Hand cannot cloak anymore...but to offset that, I am going to make the Laser rifle slightly stronger than Patch's Tiberium Flechette Gun. The Laser rifle will be a little more powerful...it has to be since the SBH can no longer have the stealth advantage. the slow rate of fire will remain.

- The Stealth Tank will no longer cloak itself...but to offset that, it will no longer be as weak as an eggshell...it will have slightly better armor.

NOTE TO ALL: I appreciate your help. This mod is for a server I am going to set-up in one month or so. I am making this to enjoy Renegade from a different perspective (without stealth units) with my friends.
