Subject: How to mod for official maps
Posted by Anonymous on Thu, 20 Feb 2003 20:57:00 GMT
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I'd like to know if it is possible to make a mod that work with standard maps without having to rebuild them all in the RenegadeTool.Downloading the official map zip is not solution because it doesn't contain City and Walls flying.I saw a mod (BaseLock) that used Walls flying with buildings with ramps but I dont know how the guy took it. [February 20, 2003, 20:59: Message edited by: erickmtl]

Subject: How to mod for official maps
Posted by Anonymous on Fri, 21 Feb 2003 06:38:00 GMT
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I think it is really easy.Yous extract the .ldd and .lds files from the .mix and put it into your Modfolder\Levels folder and export.Youc ant open or edit the fiel in Leveldit, but you can use every map

Subject: How to mod for official maps
Posted by Anonymous on Sat, 22 Feb 2003 01:15:00 GMT
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Do u think that if I include those levels in my mod and if I only change the price of some units, the users wont have to download the mod to join the game?

Subject: How to mod for official maps
Posted by Anonymous on Sat, 22 Feb 2003 02:48:00 GMT
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They will have to download the mod still because mod data is used although your not changing the maps there still in the pkg file and have the mod data effected. It would have been good to see an option to load mod data and use it for any map you play.