
Subject: need help with leveledit
Posted by [medmech12](#) on Wed, 06 Aug 2008 22:00:25 GMT
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Is there some way to get renegades boss settings back?

Subject: Re: need help with leveledit
Posted by [Canadacdn](#) on Wed, 06 Aug 2008 22:04:41 GMT
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No.

Subject: Re: need help with leveledit
Posted by [_SSnipe_](#) on Wed, 06 Aug 2008 22:22:38 GMT
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medmech12 wrote on Wed, 06 August 2008 15:00Is there some way to get renegades boss settings back?
huh

Subject: Re: need help with leveledit
Posted by [Ethenal](#) on Wed, 06 Aug 2008 23:28:05 GMT
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What?

Subject: Re: need help with leveledit
Posted by [Xpert](#) on Thu, 07 Aug 2008 02:15:40 GMT
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wtf?

Subject: Re: need help with leveledit
Posted by [Veyrdite](#) on Thu, 07 Aug 2008 07:28:15 GMT
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All of the bosses (Raveshaw etc) do not have their scripts and settings set as they are in single-player.

Subject: Re: need help with leveledit
Posted by [zunnie](#) on Thu, 07 Aug 2008 08:47:51 GMT
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If you open the leveledit files for SP you can maybe figure out what scripts they are using on the end-bosses.

If you havent already: <http://ren.game-maps.net/index.php?action=file&id=725>
Here you can download the SP levelfiles from westwood.

Subject: Re: need help with leveledit
Posted by [jonwil](#) on Thu, 07 Aug 2008 09:20:09 GMT
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The 3 bosses (Ravshaw, Mendoza, Sakura helicopter) all use special game code (RavshawBossGameObj, MendozaBossGameObj, SakuraBossGameObj) which are hardcoded.
