Subject: Multiplayer Practice Modding
Posted by DoMiNaNt_HuNtEr on Fri, 06 Feb 2009 06:07:49 GMT
View Forum Message <> Reply to Message

Hey.

Okay, mostly just for the hell of it, I'd like to try out modding a map for Renegade, specifically the official skirmish map, the variant of Under with bots.

Later, I'd like to rework all of the bots, but for now, I want to just add in some sounds. If any of you have played the practice mode, you'll notice that ONLY the GDI soldiers have any dialogue whatsoever, everyone else just has death sounds. WTF? So, I'd like to activate all of the character's sound.

I'm guessing I need the Commando Editor? I'm downloading that right now, plus I've got the XCC Mixer. Any help on adding active dialogue, vehicle bots, and improving the bots would be appreciated. Hell, if I could add in the Recon Bike, and maybe even the SSM launcher, that would be killer! And bots for them?! THAT WOULD DESTROY, THE WEAK! Thanks in advanced.

Subject: Re: Multiplayer Practice Modding
Posted by Spyder on Fri, 06 Feb 2009 08:42:58 GMT
View Forum Message <> Reply to Message

DoMiNaNt_HuNtEr wrote on Fri, 06 February 2009 07:07Hey.

Okay, mostly just for the hell of it, I'd like to try out modding a map for Renegade, specifically the official skirmish map, the variant of Under with bots.

Later, I'd like to rework all of the bots, but for now, I want to just add in some sounds. If any of you have played the practice mode, you'll notice that ONLY the GDI soldiers have any dialogue whatsoever, everyone else just has death sounds. WTF? So, I'd like to activate all of the character's sound.

I'm guessing I need the Commando Editor? I'm downloading that right now, plus I've got the XCC Mixer. Any help on adding active dialogue, vehicle bots, and improving the bots would be appreciated. Hell, if I could add in the Recon Bike, and maybe even the SSM launcher, that would be killer! And bots for them?! THAT WOULD DESTROY, THE WEAK! Thanks in advanced.

You might want to do that, but unfortunately, even we don't know how westwood made the skirmish map.

Subject: Re: Multiplayer Practice Modding
Posted by Veyrdite on Fri, 06 Feb 2009 08:53:11 GMT
View Forum Message <> Reply to Message

Mix to LE importer - proven to work with Skirmish

You don't even need to change the map to add nod dialogue - just make an objects.ddb mod that
has the Skirmish bots' preset modified.

Good place to start - www.renhelp.net (currently down unfortunately)

Subject: Re: Multiplayer Practice Modding
Posted by Spyder on Fri, 06 Feb 2009 09:19:40 GMT
View Forum Message <> Reply to Message

Dthdealer wrote on Fri, 06 February 2009 09:53Mix to LE importer - proven to work with Skirmish

You don't even need to change the map to add nod dialogue - just make an objects.ddb mod that
has the Skirmish bots' preset modified.

Good place to start - www.renhelp.net (currently down unfortunately)

Ooh that part is new to me. So now we CAN change westwood's skirmish map... Interesting

Subject: Re: Multiplayer Practice Modding
Posted by DoMiNaNt_HuNtEr on Fri, 06 Feb 2009 15:11:52 GMT
View Forum Message <> Reply to Message

Dthdealer wrote on Fri, 06 February 2009 02:53Mix to LE importer - proven to work with Skirmish

You don't even need to change the map to add nod dialogue - just make an objects.ddb mod that
has the Skirmish bots' preset modified.

Good place to start - www.renhelp.net (currently down unfortunately)

Sorry, but I'm pretty freakin' new to this. If you have time, could you please elaborate? Do I open
up Commando Editor with the presets pack selected? I've done that, found the sound files in the
list, but haven't found any bot files. Do I need to extract the bot files? Also, Mix to LE importer...
again, I'm a newb, although I have a slight idea on what your referring to.

All help or links to tutorials (I remember that website, too bad its down), would be greatly
appreciated. I've googled objects.ddb, but all I get are hacks.

Subject: Re: Multiplayer Practice Modding

Posted by ErroR on Fri, 06 Feb 2009 15:14:58 GMT
View Forum Message <> Reply to Message

DoMiNaNt_HuNtEr wrote on Fri, 06 February 2009 17:11 but all I get are hacks.
shh, no one knows

Subject: Re: Multiplayer Practice Modding
Posted by samous on Sat, 07 Feb 2009 00:57:18 GMT
View Forum Message <> Reply to Message

ErroR wrote on Fri, 06 February 2009 07:14DoMiNaNt_HuNtEr wrote on Fri, 06 February 2009
17:11 but all I get are hacks.
shh, no one knows

ORLY!? Wow, I'm going to go-I mean, err, thats a bad idea. How could you do such a thing!
(jk^)
not really, they shouldn't work in WOL, unless some one else has the same thing, or your hosting
a server, then idk.

=samous

EDIT: oh yeah, and the BOT files he is talking about are in the object.ddb, not the .mix or
wherever your looking...

Subject: Re: Multiplayer Practice Modding
Posted by DoMiNaNt_HuNtEr on Sat, 07 Feb 2009 05:08:34 GMT
View Forum Message <> Reply to Message

Any official editors for objects.ddb files? Do I need only a simple hex editor?

Subject: Re: Multiplayer Practice Modding
Posted by ErroR on Sat, 07 Feb 2009 09:27:47 GMT
View Forum Message <> Reply to Message

DoMiNaNt_HuNtEr wrote on Sat, 07 February 2009 07:08Any official editors for objects.ddb files?
Do I need only a simple hex editor?
only level edit (if that's what u ask)

Subject: Re: Multiplayer Practice Modding
Posted by GEORGE ZIMMER on Sat, 07 Feb 2009 09:55:05 GMT
View Forum Message <> Reply to Message

Level Edit, when you edit presets, will create an objects.ddb in the presets folder of the mod. It won't work online since it'd be considered a cheat, but works fine for self play.

Subject: Re: Multiplayer Practice Modding
Posted by DoMiNaNt_HuNtEr on Tue, 10 Feb 2009 04:33:36 GMT
View Forum Message <> Reply to Message

Okay, does anybody know of any documentation on the available scripts? What each on does?

Subject: Re: Multiplayer Practice Modding
Posted by Canadacdn on Tue, 10 Feb 2009 04:39:47 GMT
View Forum Message <> Reply to Message

DoMiNaNt_HuNtEr wrote on Mon, 09 February 2009 22:33Okay, does anybody know of any documentation on the available scripts? What each on does?

Download Scripts.dll 3.4.4 and read all of the readme files.