
Subject: Drop Beacon Tutorial

Posted by [The Party](#) on Wed, 06 May 2009 14:08:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well here it is...

I would have added a spoiler but, the pictures did not work in them.

File Attachments

1) [1.PNG](#), downloaded 428 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



Expand the tree as shown and click on "Modify" on that preset there 'CnC_Beacon_NukeStrike'

Since I am doing this tutorial for Nod I am using this preset.

However if you would like this for GDI then expand the tree named 'Ion Cannon' and Modify the 'CnC_IonCannon_Strike' or something like that.

```
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\tutorial\characters\havoc\FullMoon.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\tutorial\characters\FullMoon.tga
TimeManager::Update: warning, frame 91 was slow (8752 ms)
```

Ready



2) 2.PNG, downloaded 418 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



Edit object

General Physics Model **Settings** Dependencies Scripts

Health 299.000

HealthMax 300.000

Skin SkinC4

ShieldStrength 0.000

ShieldStrengthMax 0.000

Shield Type SkinC4

DamagePoints 0.000

DeathPoints 300.000

TranslatedNameID

IDS_Enc_Weap_Civ_BeaconNuke_Name

InfolconTextureFilename

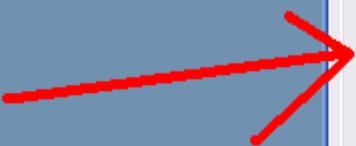
Encyclopedia Type

OK

Cancel

OK & Pro

Click on the 'Settings' tab and change the 'Health' item to 299.000



```
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\tutorial\characters\havoc\FullMoon.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\tutorial\characters\FullMoon.tga
TimeManager::Update: warning, frame 27 was slow (12628 ms)
```

Ready



Untitled - Commando ...

3) 3.PNG, downloaded 420 times

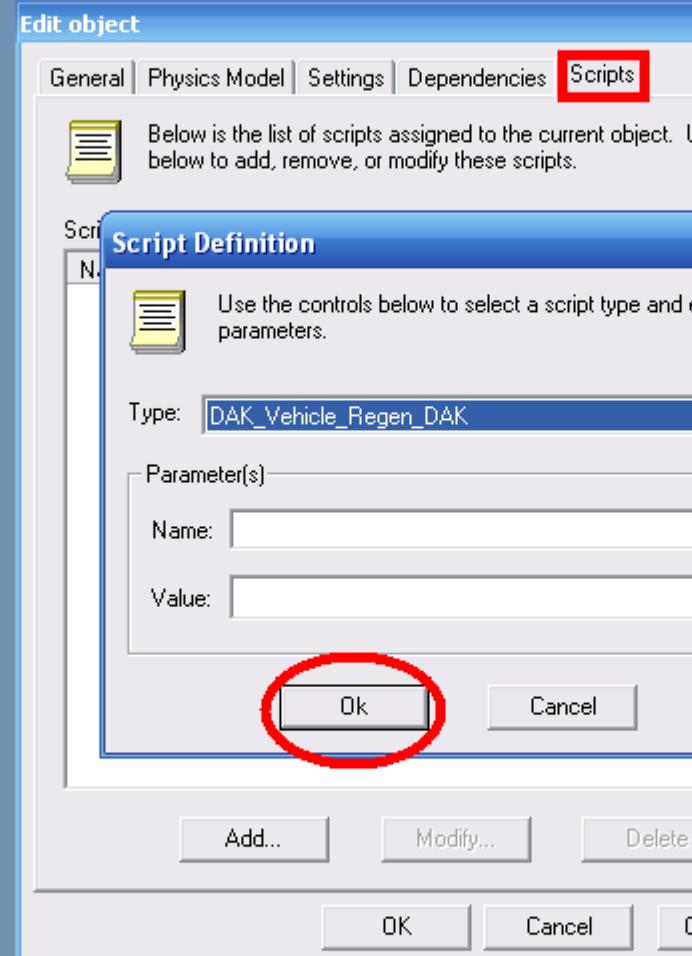
Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



Now go to the 'Scripts' tab and add the script
'DAK_Vehicle_Regen_DAK'

There are no parameters so just click ok, now we are gonna add another script.



```
Obsolete deform chunk encountered in mesh: .DUMMY
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\tutorial\characters\havoc\FullMoon.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\tutorial\characters\FullMoon.tga
```

Ready

tutorial



Untitled - Commando ...

4) 4.PNG, downloaded 420 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



Now add the script
'TFX_Replace_When_Repaired'

Set the preset name to the item
that you want to make (must be
the exact name)

The DropHeight depends on the
object I would recommend for
something like a vechicle to be
about 15 and for infantry to be
about 8

The Health and Armor percent
must be the same #'s as the
object you are making.

```
TimeManager::Update: warning, frame 1570 was slow (9475 ms)
TimeManager::Update: warning, frame 1651 was slow (6534 ms)
TimeManager::Update: warning, frame 1652 was slow (30065 ms)
```

Ready

tutorial



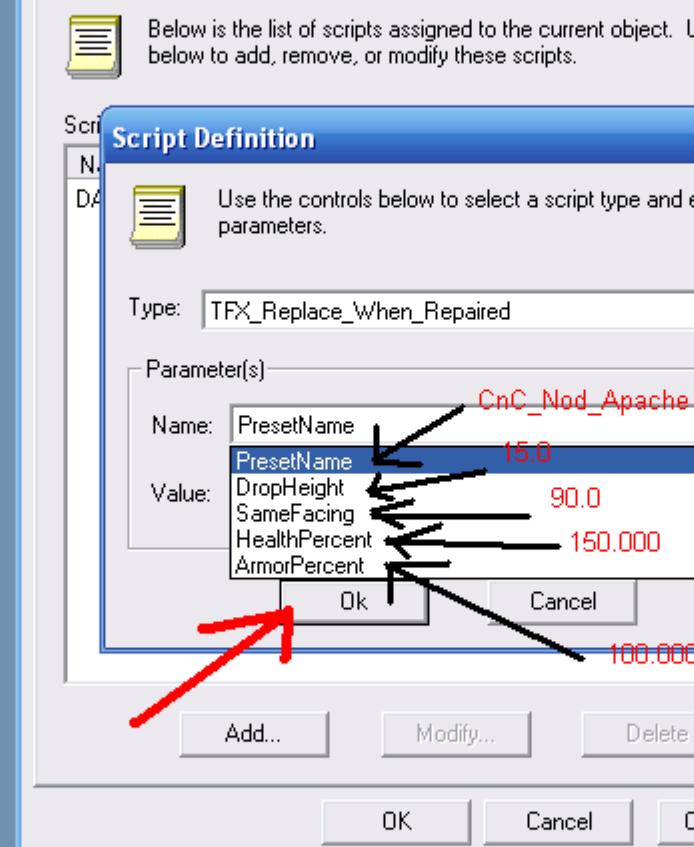
Untitled - Commando ...

tutorial

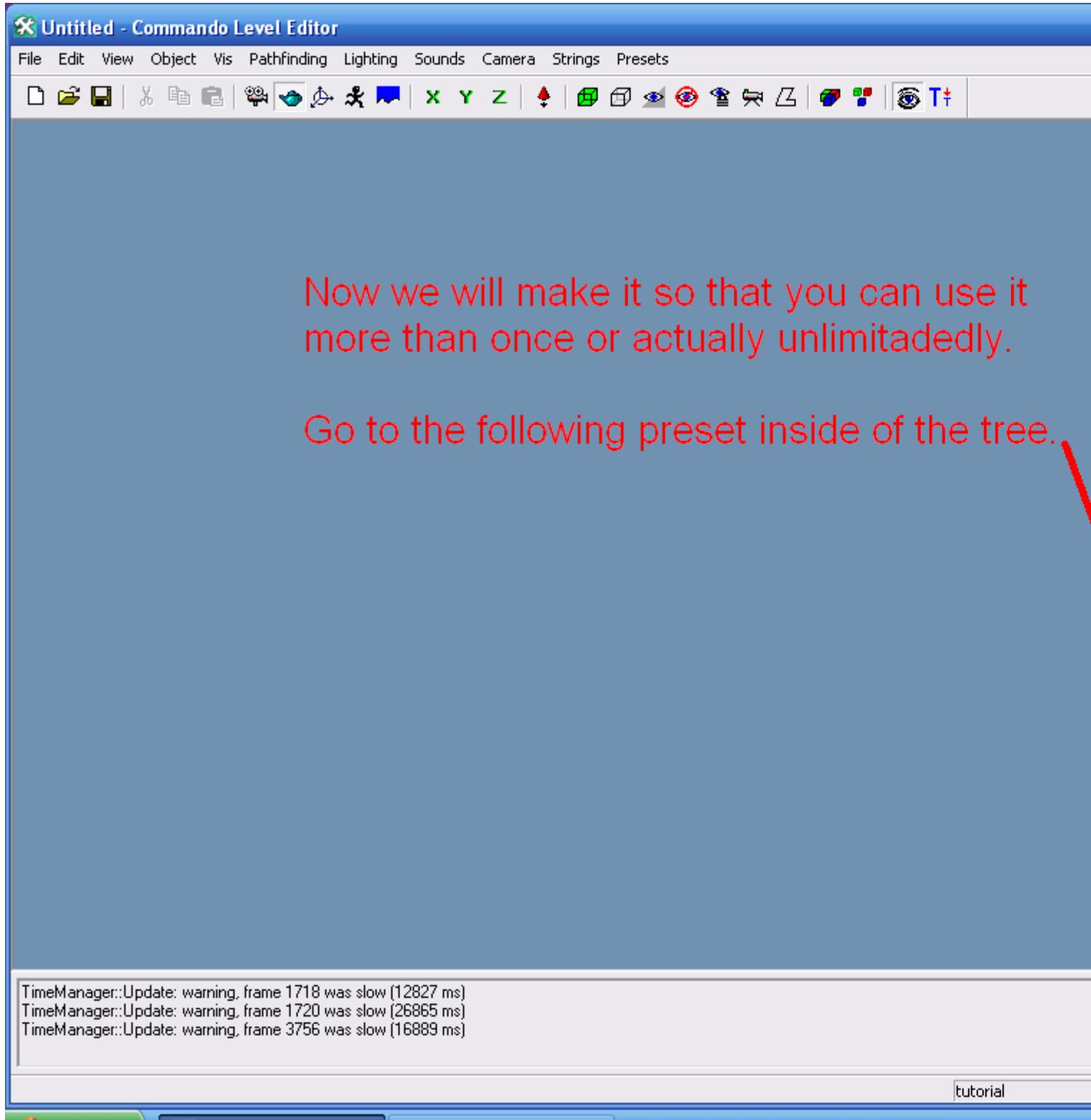
5) 5.PNG, downloaded 415 times

Edit object

General Physics Model Settings Dependencies Scripts



I am making this to spawn
will fill in the correct #'s for



6) 6.PNG, downloaded 417 times

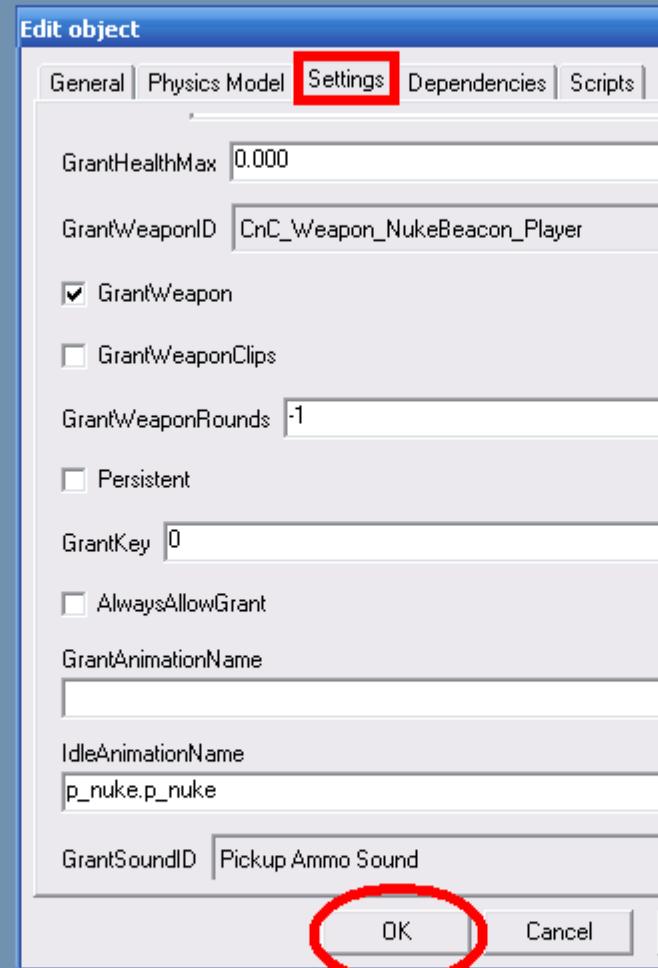
Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



Go to the Settings tab and scroll down to 'GrantWeaponRounds'

Change the # to -1
this will give us
unlimited use of the
beacon.



Resetting device.
Device reset completed
TimeManager::Update: warning, frame 7020 was slow (16925 ms)

Ready

tutorial



7) 7.PNG, downloaded 396 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



Now we are gonna give our Nod Spawner the beacon so that they don't even have to go to the PCT to buy a beacon!

Once you click on 'Modify' head on into the 'Scripts' tab.

```
TimeManager::Update: warning, frame 7047 was slow (15964 ms)
TimeManager::Update: warning, frame 7109 was slow (11589 ms)
TimeManager::Update: warning, frame 7171 was slow (5471 ms)
```

Ready

tutorial



Untitled - Commando ...

tutorial

untitled - Paint

8) 8.PNG, downloaded 407 times

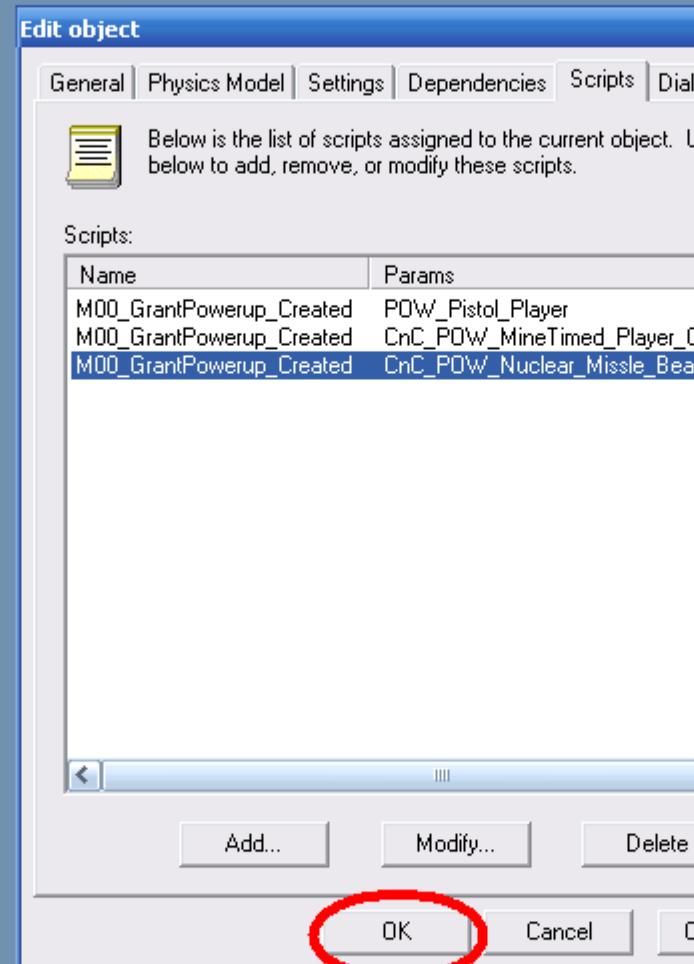
Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



Add the script
'M00_GrantPowerup_Created'
and then put the exact name for
the parameter. Should be
'CnC_POW_Nuclear_Missle_B
eacon'

Now once everything should be
set, exit the program and it
should give you a dialogue
asking you if you want to save
the presets library.



```
TimeManager::Update: warning, frame 7240 was slow (16819 ms)
TimeManager::Update: warning, frame 7255 was slow (13526 ms)
TimeManager::Update: warning, frame 7266 was slow (9374 ms)
```

Ready

tutorial



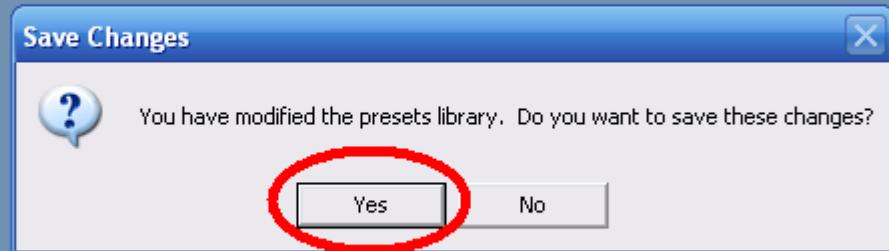
Untitled - Commando ...

tutorial

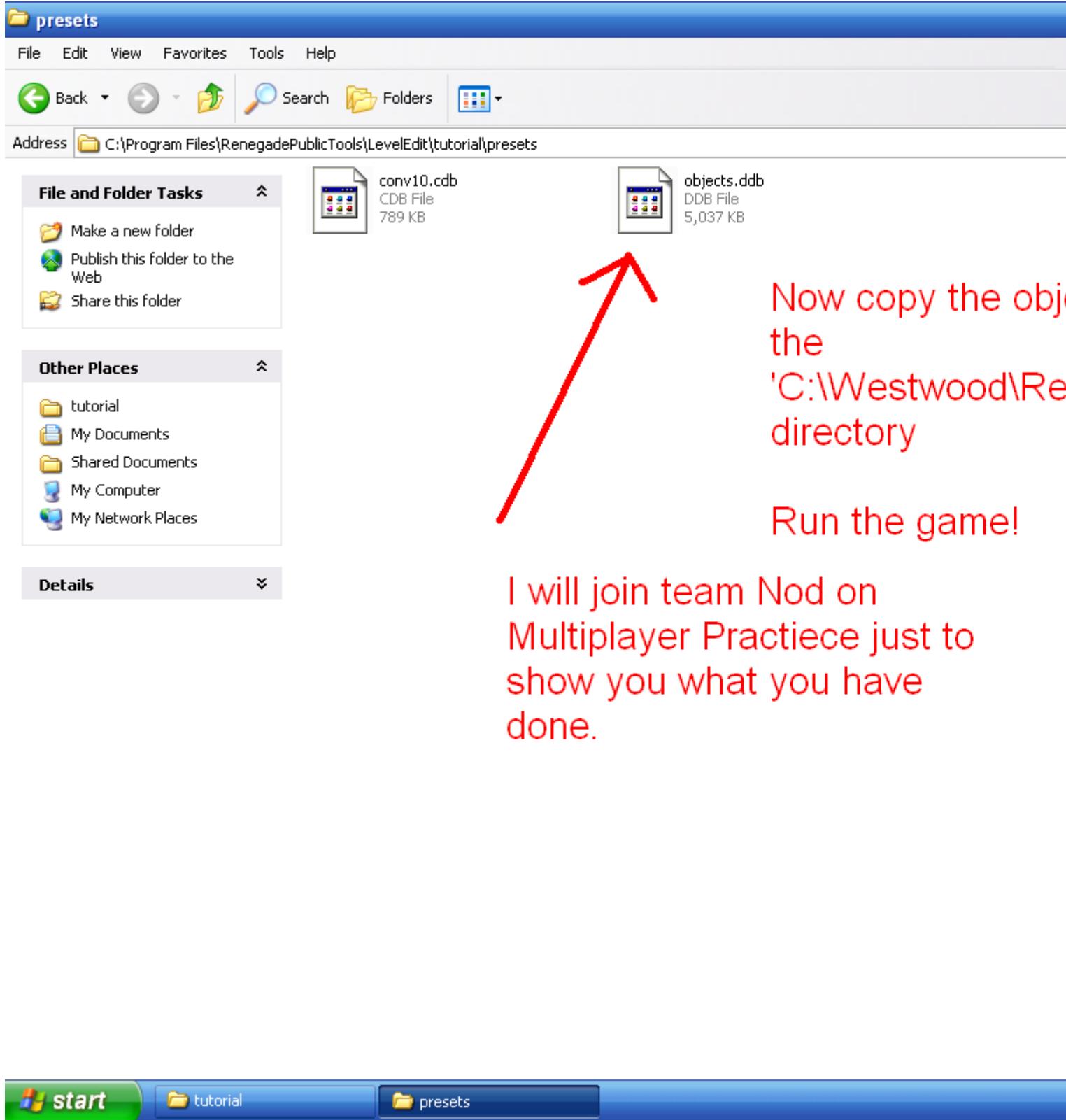
untitled - Paint

9) 9.PNG, downloaded 406 times

Click Yes and give a min to save don't rush or it will freeze and break and it will be all your fault! :<



10) [10.PNG](#), downloaded 416 times



Subject: Re: Drop Beacon Tutorial
Posted by [ErroR](#) on Wed, 06 May 2009 14:26:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

i saw reborn's tut, but it's loading HELL OF A LONG time cuz of the quality, so thanks for it

Subject: Re: Drop Beacon Tutorial

Posted by [The Party](#) on Wed, 06 May 2009 15:21:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah I am kind of planning to remake his tutorials so becuase his video program stinks...

Subject: Re: Drop Beacon Tutorial

Posted by [Gen_Blacky](#) on Wed, 06 May 2009 17:45:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

yea reborn already made a tut for this.

Subject: Re: Drop Beacon Tutorial

Posted by [The Party](#) on Wed, 06 May 2009 17:52:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Wed, 06 May 2009 09:26i saw reborn's tut, but it's loading HELL OF A LONG time cuz of the quality, so thanks for it

MasterEvolution wrote on Wed, 06 May 2009 10:21Yeah I am kind of planning to remake his tutorials so becuase his video program stinks...

Becuase it takes a long time to load for me to and people with 56K well pffff, read the posts lamo.

Subject: Re: Drop Beacon Tutorial

Posted by [Altzan](#) on Thu, 07 May 2009 14:44:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

Not a bad tutorial.

Can make Multiplayer Practice fun, eh?
