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Subject: Drop Beacon Tutorial

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

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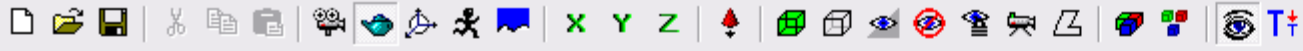
Well here it is...

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

### File Attachments

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1) [1.PNG](#), downloaded 472 times



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.

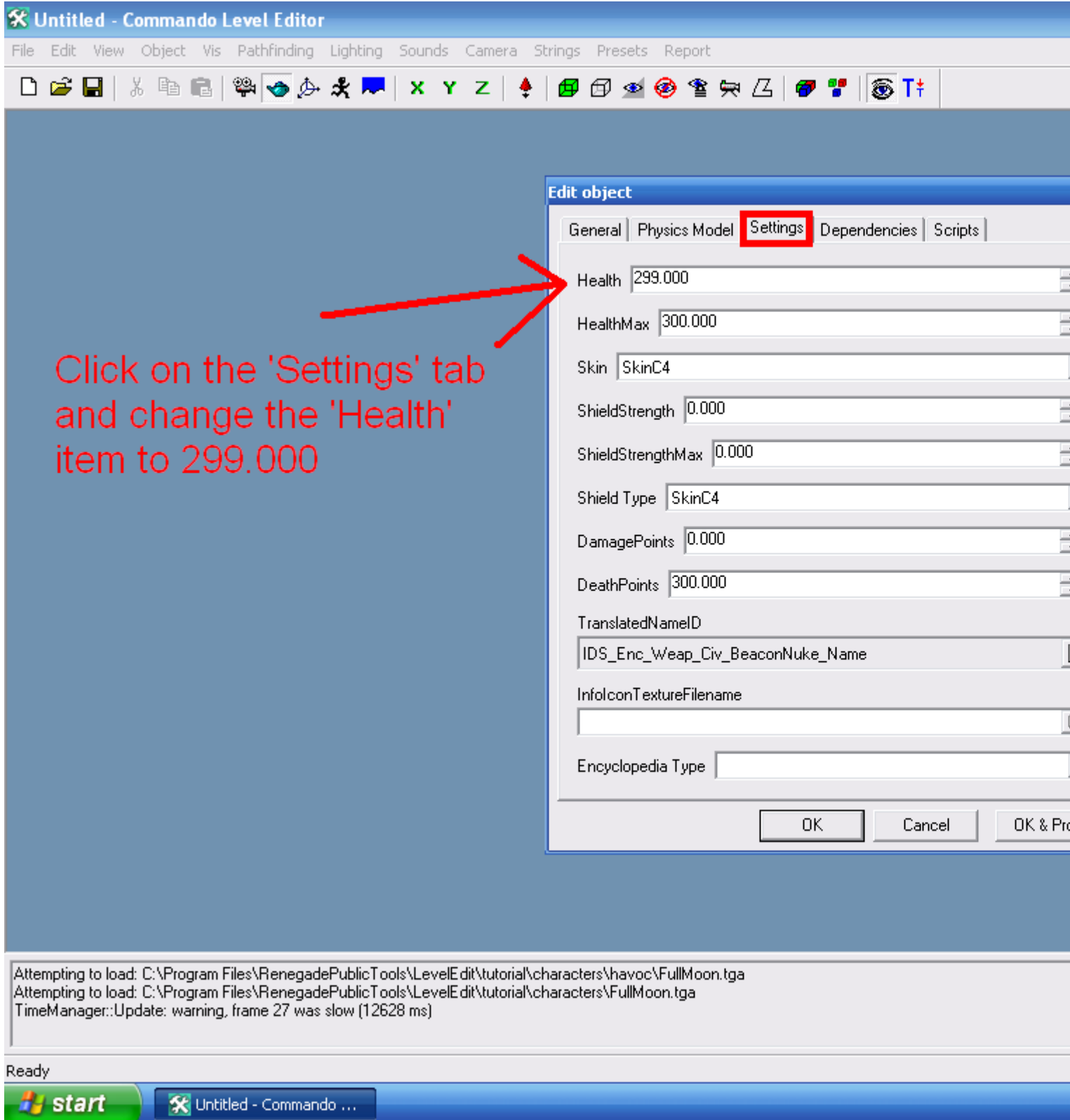
However if you would like this for GDI then expand the tree named 'Ion Cannon' and Modify the 'CnC\_IONCannon\_Strike' or something like that.

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

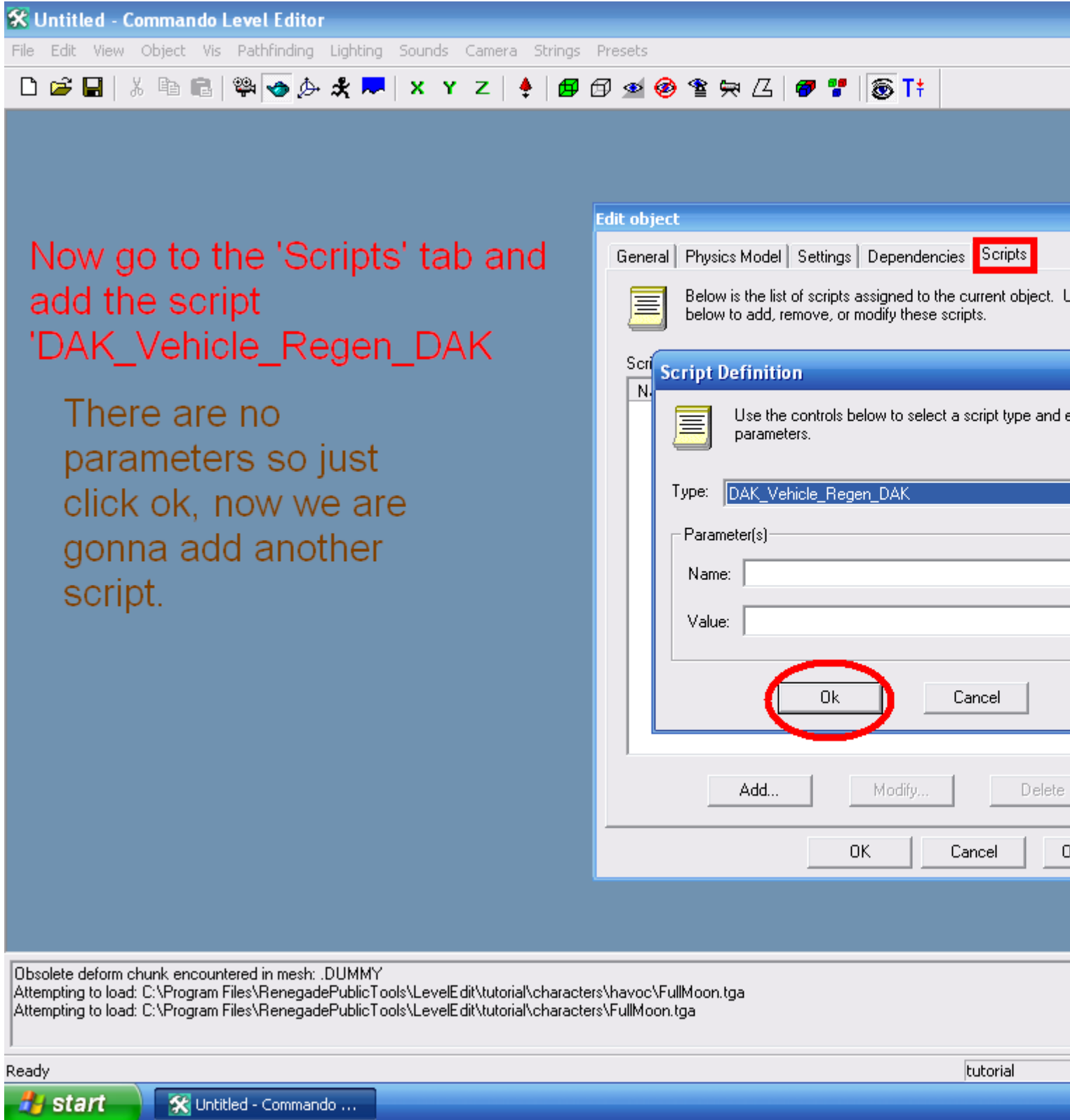


2) [2.PNG](#), downloaded 462 times



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

3) 3.PNG, downloaded 471 times



4) [4.PNG](#), downloaded 464 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 vehicle to be about 15 and for infantry to be about 8

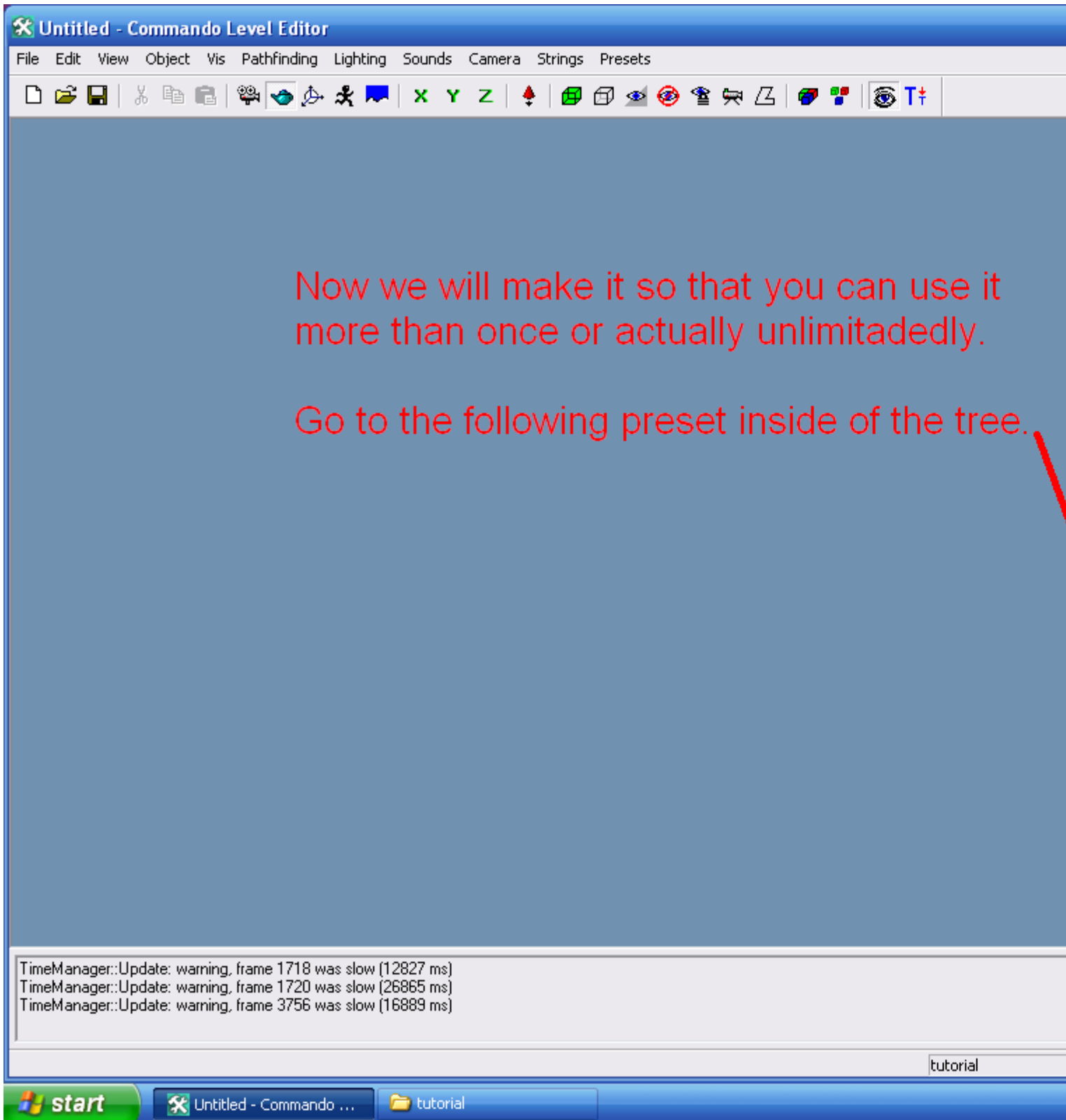
The Health and Armor percent must be the same #'s as the object you are making.

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

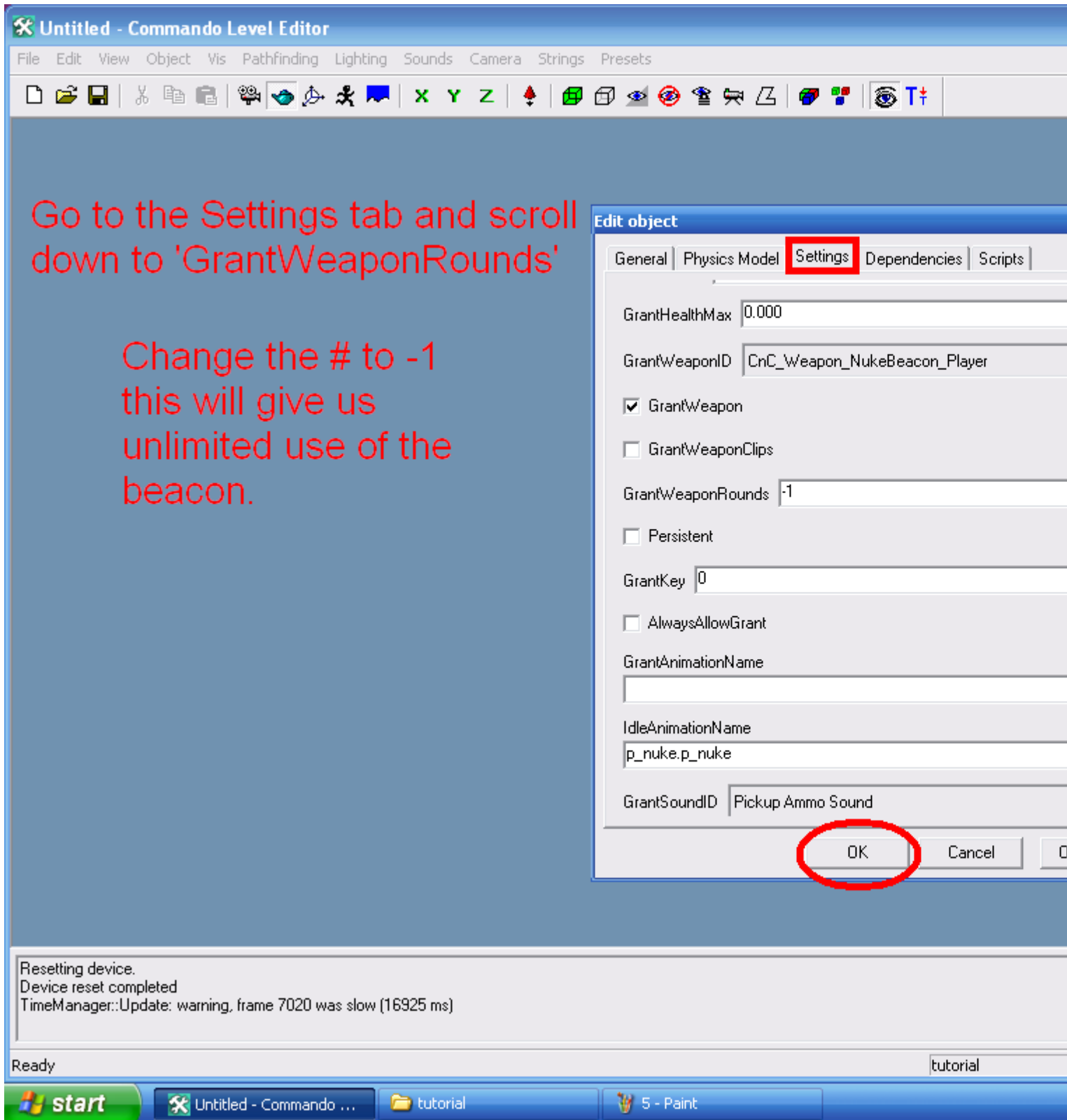
TimeManager::Update: warning, frame 1570 was slow (9475 ms)  
 TimeManager::Update: warning, frame 1651 was slow (6534 ms)  
 TimeManager::Update: warning, frame 1652 was slow (30065 ms)

Ready tutorial

5) 5.PNG, downloaded 455 times



6) [6.PNG](#), downloaded 466 times



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

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

**Edit object**

General | Physics Model | **Settings** | Dependencies | Scripts

GrantHealthMax

GrantWeaponID

GrantWeapon

GrantWeaponClips

GrantWeaponRounds

Persistent

GrantKey

AlwaysAllowGrant

GrantAnimationName

IdleAnimationName

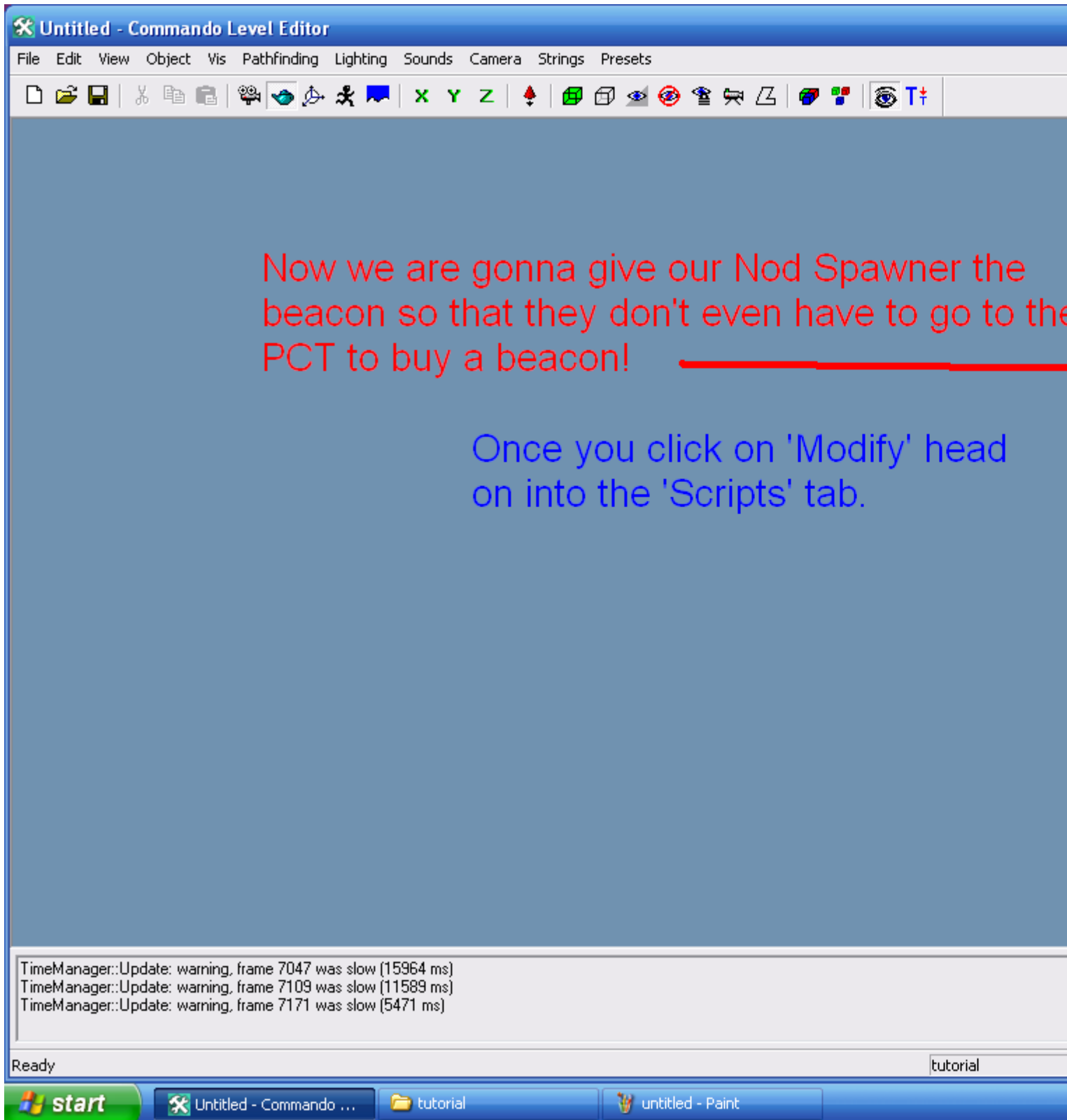
GrantSoundID

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

Ready

tutorial

7) [7.PNG](#), downloaded 442 times



8) [8.PNG](#), downloaded 451 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\_Missile\_B  
eacon'

Now once everything should be  
set, exit the program and it  
should give you a dialouge  
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

start Untitled - Commando ... tutorial untitled - Paint

**Edit object**

General Physics Model Settings Dependencies Scripts Dial

Below is the list of scripts assigned to the current object. Use the buttons below to add, remove, or modify these scripts.

Scripts:

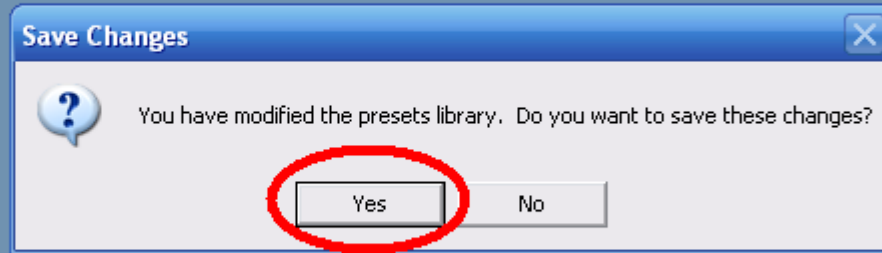
Name	Params
M00_GrantPowerup_Created	POW_Pistol_Player
M00_GrantPowerup_Created	CnC_POW_MineTimed_Player_0
M00_GrantPowerup_Created	CnC_POW_Nuclear_Missile_Beacon

Add... Modify... Delete

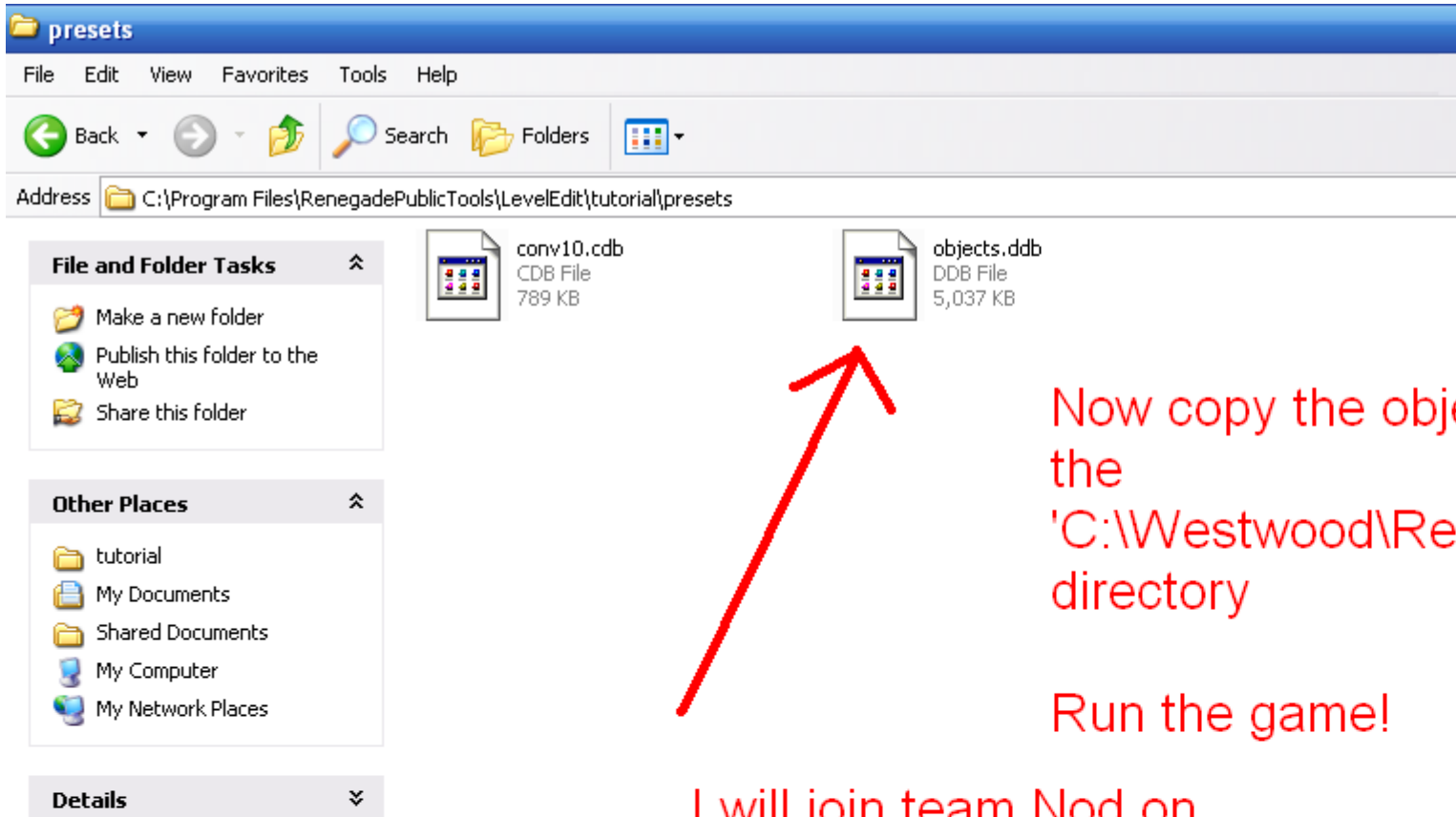
OK Cancel

9) 9.PNG, downloaded 453 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 464 times



Now copy the obj  
the  
'C:\Westwood\Re  
directory

Run the game!

I will join team Nod on  
Multiplayer Practiece just to  
show you what you have  
done.



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

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

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Subject: Re: Drop Beacon Tutorial  
Posted by [The Party](#) on Wed, 06 May 2009 15:21:38 GMT  
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Yeah I am kind of planning to remake his tutorials so becuae his video program stinks...

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Subject: Re: Drop Beacon Tutorial  
Posted by [Gen\\_Blacky](#) on Wed, 06 May 2009 17:45:40 GMT  
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yea reborn already made a tut for this.

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Subject: Re: Drop Beacon Tutorial  
Posted by [The Party](#) on Wed, 06 May 2009 17:52:56 GMT  
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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 becuae his video program stinks...

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

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Subject: Re: Drop Beacon Tutorial  
Posted by [Altzan](#) on Thu, 07 May 2009 14:44:55 GMT  
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Not a bad tutorial.  
Can make Multiplayer Practice fun, eh?

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