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Subject: Edit the mission levels in LE

Posted by [Vaati19](#) on Sat, 11 Jul 2009 12:26:16 GMT

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I have got that idea to change a little in the mission maps, but when I export it as .mix in LE, and sends it to my server, my renegade crashes when I try to join the server.  
What am I doing wrong ??

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Subject: Re: Edit the mission levels in LE

Posted by [YazooGang](#) on Sat, 11 Jul 2009 15:55:59 GMT

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You need to save the map. "File-Save as" and then name is exactly like its original name. Then goto the modpackage folder or that map and goto the Levels folder. find a .ldd file and .dds(if there is one) and paste it at FDS/Server/Data. There you go!  
And, only objects from the Objects tree will show up. None of the tiles or terrain stuff will be there.

Edit: You can only create new Spawn presets. If you like make a new vehicle preset, the server wont crash but the client will.

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Subject: Re: Edit the mission levels in LE

Posted by [Vaati19](#) on Sun, 12 Jul 2009 11:30:56 GMT

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But if I place the object.ddb in the server folder, should it crash then?  
Can I add scriptzones whitout problems?

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Subject: Re: Edit the mission levels in LE

Posted by [YazooGang](#) on Sun, 12 Jul 2009 15:01:26 GMT

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Ok, lol. You goto the ssgm.ini and find (CTRL+F) "ObjectsFile" You should find 2 of them. Ok, you need to edit the one that does NOT have a ; before it. Ok, it should look like this "ObjectsFile=gm". Save that and then copy the objects.dds from your preset folder in level edit and put it in the server/data folder. rename it from objects.dds to objects.gm

IF: If you just see "Objects", then click Tools-Folder Options. A window should pop up. Goto the View tab. Find and check the "Hide extinctions for known file types" and click OK.

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Subject: Re: Edit the mission levels in LE  
Posted by [Vaati19](#) on Sun, 12 Jul 2009 15:22:19 GMT  
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How should I load the map? If I load the ldd file I cannot join the server. And if I chose the "normal" map, nothing is changed

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Subject: Re: Edit the mission levels in LE  
Posted by [YazooGang](#) on Sun, 12 Jul 2009 16:33:29 GMT  
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For example. you modded Walls flying. The map you choose is C&C\_Walls\_Flying.mix and the ldd file should be C&C\_Walls\_Flying.ddd. You choose the mix file and ldd is the file that mods the mix file.

Here i made an example for you.

Download that and put it in your Server/Data folder.  
This will add two switches outside warfactories wall and you come, hit e and one gives you a char, another gives a vehicle behind you. You need to pick walls flying as the map.

Just one more thing. You said editing missions right? Well, just to tell that you cant edit m09.

### File Attachments

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1) [walls.rar](#), downloaded 72 times

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Subject: Re: Edit the mission levels in LE  
Posted by [Vaati19](#) on Sun, 12 Jul 2009 17:07:00 GMT  
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I edit the M00\_Tutorial and M01  
Thanks a lot for the example

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Subject: Re: Edit the mission levels in LE  
Posted by [Vaati19](#) on Sun, 12 Jul 2009 18:57:16 GMT  
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A question, can you add bots to the level by making spawners?

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Subject: Re: Edit the mission levels in LE  
Posted by [YazooGang](#) on Sun, 12 Jul 2009 19:34:29 GMT  
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Are you asking if its possible or me to do it?

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Subject: Re: Edit the mission levels in LE  
Posted by [Vaati19](#) on Sun, 12 Jul 2009 19:36:23 GMT  
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How to do it ^^  
My english is not the best

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Subject: Re: Edit the mission levels in LE  
Posted by [YazooGang](#) on Sun, 12 Jul 2009 19:37:45 GMT  
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Your english is good. English is wierd sometimes. Thats why i asked the question.  
Yes, i have put bots in a server side map. They worked but i forgot how to do it tho.

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Subject: Re: Edit the mission levels in LE  
Posted by [Vaati19](#) on Thu, 16 Jul 2009 13:38:18 GMT  
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Some1 who knows how to do?

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Subject: Re: Edit the mission levels in LE  
Posted by [mrÄËÄŞÄ-z](#) on Thu, 16 Jul 2009 16:22:51 GMT  
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Bots are no Problemm but serverside they walk to laggy

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Subject: Re: Edit the mission levels in LE  
Posted by [Vaati19](#) on Thu, 16 Jul 2009 16:35:11 GMT  
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Do you know how to do serverside bots? Tell me then

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Subject: Re: Edit the mission levels in LE  
Posted by [mr£Ä\\$Ä-z](#) on Thu, 16 Jul 2009 16:38:19 GMT  
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You need to edit the Existing Object Spawners taht easier by replacing the presets in the settings  
easier is this: [www.renhelp.net](http://www.renhelp.net)

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Subject: Re: Edit the mission levels in LE  
Posted by [Vaati19](#) on Thu, 16 Jul 2009 16:42:09 GMT  
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Can I mod the soldiers that shall be spawned?

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Subject: Re: Edit the mission levels in LE  
Posted by [Vaati19](#) on Thu, 16 Jul 2009 18:42:56 GMT  
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I did as it Reborn did in his tutorial

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