
Subject: Preset Changes Don't Work In .mix Conversion
Posted by [Sanada78](#) on Wed, 11 Jun 2003 14:29:29 GMT
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change one of the sounds (I.e. change the Mammoth Tank idle sound to the Medium Tank idle sound, it would still play as the Mammoth Tank idle sound). If I was to export it as a .pkg everything works fine. Everything else in the .mix file works fine except preset setting changes.

Subject: Preset Changes Don't Work In .mix Conversion
Posted by [pulverizer](#) on Wed, 11 Jun 2003 15:01:25 GMT
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I don't know much of the commando editor.
so don't mind me if i'm wrong.
I think you need to change the sound of a mammoth tank in the always.dat
and then change the sound file of the mammoth tank.
don't mind me if i'm wrong

Subject: Preset Changes Don't Work In .mix Conversion
Posted by [Titan1x77](#) on Wed, 11 Jun 2003 15:23:26 GMT
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Did you Temp the Mammoth tank preset?

or just change the sound?

Subject: Preset Changes Don't Work In .mix Conversion
Posted by [Sanada78](#) on Wed, 11 Jun 2003 15:33:38 GMT
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Well I didn't actually change the Mammoth Tank sound; I'm just using it as an example. I changed the Artillery idle sound to the Nod Harvester idle sound. I just went into the already existing Nod Artillery preset and just changed the idle sound.

Subject: Preset Changes Don't Work In .mix Conversion
Posted by [General Havoc](#) on Wed, 11 Jun 2003 16:52:04 GMT
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Thats where you messed up. If you change ANYTHING from a preset you have to create a temp of it no matter what. Renegade ignores any changes to the default presets when in a MIX format as it uses it own copy of the file to override any settings. However the temps are sotred in a file

that is read from the MIX so you can temp as much as you want and it will read them. For things such as purchase settings, add a temp preset with the same name under the original and it will override any settings. Basically you can change whatever you want just remember that if it's not a temp then it will be ignored by the game in a MIX file.

_General Havoc

Subject: Preset Changes Don't Work In .mix Conversion
Posted by [Sanada78](#) on Wed, 11 Jun 2003 23:13:06 GMT
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Well everything works now except one thing, the building announcements for the Repair Facility. I have changed the sounds to temps since some settings needed to be changed and altered the strings table to use them sounds... didn't work. I then exported the strings.tdb with the mix file...

Subject: Preset Changes Don't Work In .mix Conversion
Posted by [Aircraftkiller](#) on Wed, 11 Jun 2003 23:26:47 GMT
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Dude, don't fuck with the strings.tdb... Just take the strings.tdb I supplied with BunkersTS and City Flying Exp, then install that into your data directory. All you need to do is point the building announcements to their standard announcements and they'll work fine, but you have to use the custom temporary presets I have.

Extract them from the BunkersTS file, delete everything not specific to your map, and leave the sounds alone. Take the C&C_BunkersTS.ddb file, rename it to temps20.ddb, put it in your presets folder and you'll be all set.

Subject: Preset Changes Don't Work In .mix Conversion
Posted by [OrcaPilot26](#) on Thu, 12 Jun 2003 00:50:43 GMT
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City Flying Exp??

EDIT: It's just City_Flying with recon bikes and helipads, but all they do is repair aircraft.

BTW: Where's the w3d file for the MRLS with rotating turret

Subject: Preset Changes Don't Work In .mix Conversion
Posted by [Aircraftkiller](#) on Thu, 12 Jun 2003 01:08:58 GMT
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Oh, it's *just* with those additions... Yeah, right. Might do you some good to actually read up on something before going "It's just this and that because that's all I see." :rolleyes:

Quote:=====

=====Renegade Map Readme=====

=====

Map Name: C&C_City_Flying_Exp.mix | Version 1.1

Creator: Eric Kearns, modified by Aircraftkiller

Email: aircraftkiller@cncrenegade.info

Theatre: A city, obviously

Description: The first map fitted for online flying. The map was originally designed to be a flight enabled map, which Eric had started on about two years ago. Last year, Devinoch, aka Cliff Hicks, announced that Helicopter Pads would not appear in any of the flying maps. I went ahead and put in what was supposed to be in... The Helicopter Pads. They repair airborne units if you land on them.

Changes to units:

All Rocket Soldier\Gunner units fire homing missiles now. They're the replacement Havoc soldiers for anti-aircraft fire.

MRLS has a turret and fires better homing missiles which seek better and travel faster, being GDI's mobile anti-aircraft unit. Its price was increased to around \$800 to compensate.

The Artillery's price was increased to \$600.

The Mammoth Tank can hit airborne units with missiles now. It still costs \$1,500 and has the cannon\missile improvements shown in Bunkers.

The Recon Bike was added, being Nod's mobile anti-aircraft vehicle.

The Transport Helicopters have a different start-up\shut-down\idle sound.

The Apaches\Orcas have their original missile firing sounds, and a new machine gun sound.

Sniper units do 20% of the damage they once did to aircraft.

Subject: Preset Changes Don't Work In .mix Conversion
Posted by [JRPereira](#) on Thu, 12 Jun 2003 01:14:00 GMT
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from what I'm hearing, the MLRS turret is already set up in the existing w3d - you just need to change the rotation angle for the turret to something other than 0 (try changing it to be the same as the medium tank).

Subject: Preset Changes Don't Work In .mix Conversion
Posted by [General Havoc](#) on Thu, 12 Jun 2003 12:54:53 GMT

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Yeah thats right, the animations for the MRLS turret were already added before, like a lot of other vehicles. When they were put into the game all the vehiles has loads of bones but only the main ones were used, there was a lot of unused ones still on them, the agregate bones for vehicles were not used and also the lights that were meant to appear on them. but in the case of the MRLS all you need to do is make the turret have a 360 degree rotation angle, and also the turret rotation speed can be adjusted. I know the light bones on vehicles can be used and as far as I know the agregates should work, these were explained in a post by Blazer once. The last things i mentioned have to be done in RenX though as you would need to add damage textures or emitters in the W3D file.

_General Havoc

Subject: Preset Changes Don't Work In .mix Conversion
Posted by [Sanada78](#) on Fri, 13 Jun 2003 02:27:59 GMT

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AircraftkillerDude, don't fuck with the strings.tdb... Just take the strings.tdb I supplied with BunkersTS and City Flying Exp, then install that into your data directory. All you need to do is point the building announcements to their standard announcements and they'll work fine, but you have to use the custom temporary presets I have.

Extract them from the BunkersTS file, delete everything not specific to your map, and leave the sounds alone. Take the C&C_BunkersTS.ddb file, rename it to temps20.ddb, put it in your presets folder and you'll be all set.

They work now, thanks.
