

---

Subject: Re: Help!?!?

Posted by [Jerad2142](#) on Fri, 19 Jan 2007 16:08:54 GMT

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

---

As for the Tiberium settings you will have to modify the "surfaceeffects.ini" which will be located in the always/ini directory of your mod folder.

Quote:- Rename your server objects.aow to objects.ddb

Only if you renamed it in the first place.

Quote:- Open these objects.ddb in LevelEdit

It should open it automatically.

Quote:- Edit the values you want for the sniper weapon and general tiberium settings

Quote:- Save the objects.ddb file

Just go and quit out of level edit, and it should ask you if you would like to save.

Quote:- Rename it back to objects.aow

Only if you did step one.

Quote:- Put it back in the server data folder

If it's a .pkg you won't do this.

---

#### File Attachments

1) [Damage.png](#), downloaded 386 times

---

surfaceeffects - Notepad

File Edit Format View Help

Surface Damage Stats

[Damage\_Warhead]  
Tiberium Field=TiberiumRaw  
Tiberium Water=TiberiumRaw  
Tiberium Water Permeable=TiberiumRaw  
Underwater Tiberium Dirt=TiberiumRaw

[Damage\_Rate]  
Tiberium Field=5.0  
Tiberium Water=5.0  
Tiberium Water Permeable=5.0  
Underwater Tiberium Dirt=5.0

Footsteps

Footstep Crouched  
Footstep Jump  
Footstep Land  
Footstep Run  
Footstep Walk

Cloth

[Cloth\_Footstep Crouched]  
Sound0=Crawl on Stone Twiddler  
Emitter0=e\_rock

[Cloth\_Footstep Jump]

[Cloth\_Footstep Land]

[Cloth\_Footstep Run]  
Sound0=Run on Stone Twiddler  
Emitter0=e\_rock

[Cloth\_Footstep Walk]  
Sound0=Walk on Stone Twiddler  
Emitter0=e\_rock

Cloth Permeable

[Cloth Permeable\_Footstep Crouched]

[Cloth Permeable\_Footstep Jump]

What Type of damage  
Warhead to use

How much damage per  
second to do

2) [LevelEditStuff.png](#), downloaded 371 times

## Untitled - Commando Level Editor

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



Presets

**You should modify both  
of these values by hitting  
the "mod" button when  
one of each is selected**

```
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Test\characters\FullMoon.tga
TimeManager::Update: warning, frame 58 was slow (27346 ms)
TimeManager::Update: warning, frame 61 was slow (7654 ms)
```

Ready

Camera (0.00,0.00,80.00)



Renegade Public Forums ...

LevelEdit

Untitled - Commando ...