Subject: Editing levels
Posted by bisen11 on Thu, 02 Dec 2004 23:22:29 GMT
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I saw this cool thing a person did. They edited a single player lvl. It had different spawn points and it had flares that were pts in it. Can anyone tell me how to do things like that? I have level edit and im guessing it proabbly is something in that.

Subject: Editing levels
Posted by Spice on Fri, 03 Dec 2004 00:41:20 GMT
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Yeah you can do it with Level edit. Just open it up and look for the Single player level of your choice and hit the make button.

For a nice LE tutorial check aircraftkillers tutrorial at http://www.cncden.com

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Subject: Editing levels
Posted by Oblivion165 on Fri, 03 Dec 2004 01:06:53 GMT
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and if you want the sp levels to have al the original scripts and bots and such download this:

ftp://ftp.westwood.com/pub/renegade/tools/SinglePlayerLVLs.zip

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Subject: Editing levels
Posted by Naamloos on Fri, 03 Dec 2004 09:41:57 GMT
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Server sided?

I would like to have some info on that to then... I know you may not edit the terrain itself, and you must export it with the original name(m0#.mix). Not allowed to edit anything(temps)... all done in LE... that's all i know

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Subject: Editing levels
Posted by bisen11 on Fri, 03 Dec 2004 12:43:59 GMT
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Ok im gonna have to remember to change the name then. And when i went to test the thing a just teleported into nothing and kept dieing. Do you think theres something wrong that i need to change with the spawn points. And the only thing ive dont to the map is make more spawn points,

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and added flags and put pts by them. Also i didnt do that pathfinding generator thing. Is that what i need to do to make it work?

Subject: Editing levels
Posted by bisen11 on Sat, 04 Dec 2004 00:44:01 GMT
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I just did the path finding thing and it made the vehicles and hand of nod and everything work. The spawning points are fine. But The regular ground isnt there. Anyone have any clue how to fix that?

Subject: Editing levels
Posted by xptek on Sat, 04 Dec 2004 05:43:33 GMT
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I taught Zunnie how to do it a long time ago. I suppose he could make a tutorial.

Subject: Editing levels
Posted by bisen11 on Sat, 04 Dec 2004 06:12:14 GMT
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o.....k?