Subject: Need help with a mod...
Posted by ErroR on Sat, 31 May 2008 17:52:58 GMT

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I'm currently working on a reverse mod and i need some help:
-Changing base defenses team.
-Changing PT player type (that is displayed when you aim at it)

I'll add more later sorry very bad memory...
See for yourself and report bugs and stuff...
more skining and changing of units later...

Question:
-What settings should i use to save nod stealth soldier? cuz it works 1 time then it becomes black [PROBLEM SOLVED]
-What settings should i use to save nod stealth tank?[PROBLEM SOLVED]
-What settings should i use to save nod chem warrior?[PROBLEM SOLVED]
-Does the crystal of the laser rifle have a separate texture in first person? because in weapon skin it's blue in game it's red... [PROBLEM SOLVED]
-What's the skin for the beam of the laser rifle?
-What's the skin for the beam for the pic? (i edited blue_triple.dds and now there are 2 beams 1 red 1 blue

-What are the textures for the pic's screen beams?

http://files.filefront.com/Reversepkg/;10435741;/fileinfo.html

File Attachments
1) pic.PNG, downloaded 578 times

Subject: Re: Need help with a mod...
Posted by mrÃ£Ã§Ä·z on Sat, 31 May 2008 17:53:59 GMT
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For Defences add the Script   "Z_Set_Team"

Subject: Re: Need help with a mod...
Posted by ErroR on Sat, 31 May 2008 18:16:39 GMT
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thanks i plan on doing something like this

Subject: Re: Need help with a mod...

Posted by nopol10 on Sun, 01 Jun 2008 02:52:49 GMT

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Holy shit...you are fucking joking...aren't you?

This is very very very similar to this:
 http://www.renegadeforums.com/index.php?t=msg&th=252&start=0&rid=423 1

'Nuff said.

Subject: Re: Need help with a mod...
Posted by _SSnipe_ on Sun, 01 Jun 2008 03:19:50 GMT
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you talking about skins for the chem and sbh and stank? if so DX5 settings

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Subject: Re: Need help with a mod...
Posted by ErroR on Sun, 01 Jun 2008 09:23:20 GMT
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nopol10 wrote on Sun, 01 June 2008 05:52Holy shit...you are fucking joking...aren't you?

This is very very very similar to this:
   http://www.renegadeforums.com/index.php?t=msg&th=252&start=0&rid=423 1

'Nuff said.
sure.. that is canyon, reverce are vehicles and in extras but i'll make it total reverce...

Subject: Re: Need help with a mod...
Posted by ErroR on Mon, 02 Jun 2008 15:20:16 GMT
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Edit (First post)

Subject: Re: Need help with a mod...
Posted by ErroR on Tue, 03 Jun 2008 09:25:49 GMT
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SSnipe wrote on Sun, 01 June 2008 06:19you talking about skins for the chem and sbh and stank? if so DX5 settings
thanks

Subject: Re: Need help with a mod...
Posted by ErroR on Wed, 04 Jun 2008 10:36:04 GMT
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madrackz wrote on Sat, 31 May 2008 20:53For Defences add the Script   "Z_Set_Team"
Doesn't work i need to change teams of gdi advanced guard tower and nod obelisk and i want to
do it in a mod (without editing any maps)

Subject: Re: Need help with a mod...
Posted by ErroR on Fri, 06 Jun 2008 08:12:46 GMT
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I REALLY NEED SOME HELP
P.S: Multipost

Subject: Re: Need help with a mod...
Posted by cnc95fan on Fri, 06 Jun 2008 10:26:01 GMT
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Obviosuly you change the owner of the AGT and Oby in Level Edit.
Buildings -> Generic Buildings -> Find their presets and change the team. Save when you are
done. To get this to work in maps, put the objects.ddb from ~/presets into your ~/Renegade/DATA
folder. To play online again, take it out of your DATA folder.

Subject: Re: Need help with a mod...
Posted by ErroR on Fri, 06 Jun 2008 10:49:36 GMT
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cnc95fan wrote on Fri, 06 June 2008 13:26Obviosuly you change the owner of the AGT and Oby
in Level Edit.
Buildings -> Generic Buildings -> Find their presets and change the team. Save when you are
done. To get this to work in maps, put the objects.ddb from ~/presets into your ~/Renegade/DATA
folder. To play online again, take it out of your DATA folder.
i'm not a noob modder i already changed the owner in le and it still attacks me i want to try to
make the mod then add maps (with renex)without editing them... and i aded normal under then
extracted to pkg cuz i have many reskins there of buildings and stuff