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Subject: Armor.ini Editor

Posted by [E!](#) on Sun, 04 Dec 2011 00:12:06 GMT

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Hey there,

for those of you that still mod Renegade here's a little tool i created that allows you to keep an better overview while modding your armor.ini.

I made it for development of my Mod so that's why it's called 'SCUD\_ArmorEditor' but there's no difference to normal renegade ones. If you want to use it note that the Visceroid Part at the File's end can't be modified with it. The Editor saves this Part as a default that my File had so if you use it (i'm not sure if the game even uses this) make sure to edit that Part later. It might have Problems reading your armor.ini properly the first time (Warheads missing or something) if that happens make sure that no tabstops or spaces are placed after any topic (i.e. [Warhead\_Types]). On the left Part you Edit Armor settings (also comments can be added to armors those get saved in the Scale Part of the Armor right under the topic) on the right Part is the Warhead stuff. If you find some bugs or things that should be changed let me know here or write me a pm.

Simply copy it anywhere it opens the armor.ini placed inside the same folder as the Editor is.

Hope this helps a little.

And finally the file itself in v1.5:

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## File Attachments

1) [SCUD\\_ArmorEditor.exe](#), downloaded 473 times

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