
Subject: LevelEdit, TT, and modded maps
Posted by [Ani](#) on Fri, 16 Mar 2012 01:35:26 GMT
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It's been a few years since i've last messed around with LevelEdit, and I remember being able to do simple things like adding guntowers to maps and custom spawns and PTs, and doing it server side meant just putting the .lsd and .ldd files in the FDS's data folder.. But i've forgotten how to do everything and it seems mostly everything has changed, but yeah.. I'd appreciate some help like:

- 1) How do I install a fresh copy of LevelEdit, and all the updated scripts and what not. (A full up to date tutorial would be nice.)
- 2) How do I get the 4.0beta4 "official" map .lvl files to add things like turrets?
- 3) How do I save the map mods, and upload it to the server? Do I combine it in a mix file?
- 4) How do I get map mods to be server side only and not force people to have the same exact map (and have to download it or whatever, and not mess with the whole hash thing)

Thanks a lot in advance!

Subject: Re: LevelEdit, TT, and modded maps
Posted by [Xpert](#) on Fri, 16 Mar 2012 02:21:42 GMT
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I'm surprised you didn't just ask Zunnie for help since you're around him at MP.

Subject: Re: LevelEdit, TT, and modded maps
Posted by [Ani](#) on Fri, 16 Mar 2012 02:26:51 GMT
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He hasn't been around in a few days :/

Thanks for the help btw lol

Subject: Re: LevelEdit, TT, and modded maps
Posted by [Xpert](#) on Fri, 16 Mar 2012 02:54:04 GMT
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www.tiberiantechnologies.org

Download the tools there.

Use level-redit made by Yrr to extract the .lvl source files off the maps. Can download it at www.game-maps.net

Subject: Re: LevelEdit, TT, and modded maps
Posted by [Ani](#) on Fri, 16 Mar 2012 03:00:49 GMT
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So how do I apply my mods to the server?

Subject: Re: LevelEdit, TT, and modded maps
Posted by [jonwil](#) on Fri, 16 Mar 2012 05:48:32 GMT
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If you want the .lvl files we use for 4.0, you need
<ftp://ftp.westwood.com/pub/renegade/tools/Multiplayerlevels.zip>
For the levels we modified, talk to Iranian who produced the map fixes we made.

As for using the fixes on the server, you should be able to just stick the new .mix files on the server without any problems as long as you are using the anticheat.ini included with the 4.0 FDS pack.

Subject: Re: LevelEdit, TT, and modded maps
Posted by [Ani](#) on Fri, 16 Mar 2012 12:57:52 GMT
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jonwil wrote on Thu, 15 March 2012 22:48 If you want the .lvl files we use for 4.0, you need
<ftp://ftp.westwood.com/pub/renegade/tools/Multiplayerlevels.zip>
For the levels we modified, talk to Iranian who produced the map fixes we made.

As for using the fixes on the server, you should be able to just stick the new .mix files on the server without any problems as long as you are using the anticheat.ini included with the 4.0 FDS pack.

So I can avoid using Iran's map fixes, and simply work with the stock level files? Awesome.

So after i'm done doing whatever it is I did with LevelEdit, I'll have a .ldd and .lsd file, what do I do with them? Do I put them in a .mix file (if so how?) - if not, i'm assuming just stuck them in the data file. (Apparently the .lsd file isn't necessary at this point) - But, what do I have to put in the anticheat file?

Will it make people download my mod in their data folder? Still majorly confused with how to go about the anticheat :/

Subject: Re: LevelEdit, TT, and modded maps
Posted by [iRANian](#) on Fri, 16 Mar 2012 13:24:16 GMT
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Put the .idd in the FDS' Data folder, the modified map things should now load, later if you want to distribute the map you can compile them inside the MIX file itself but it isn't necessary.

Subject: Re: LevelEdit, TT, and modded maps
Posted by [Ani](#) on Fri, 16 Mar 2012 13:26:50 GMT
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What about the whole anticheat deal? Do I still have to run ahash.exe and shit? Thanks

Subject: Re: LevelEdit, TT, and modded maps
Posted by [iRANian](#) on Fri, 16 Mar 2012 13:28:45 GMT
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No idea, never could get modded maps to work, reaver11 probably knows.

Subject: Re: LevelEdit, TT, and modded maps
Posted by [Ethenal](#) on Fri, 16 Mar 2012 21:30:30 GMT
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gameDefinitions:

```
{  
M00_Tutorial:  
{  
mapName = "M00_Tutorial";  
serverPresetsFile = "objects.M00";  
};
```

```
M01:  
{  
mapName = "M01";  
serverPresetsFile = "objects.M01";  
};
```

```
M02:  
{  
mapName = "M02";  
serverPresetsFile = "objects.M02";  
};
```

```
M03:  
{  
mapName = "M03";  
serverPresetsFile = "objects.M03";  
};
```

```
M04:  
{  
mapName = "M04";  
serverPresetsFile = "objects.M04";  
};
```

```
M05:  
{  
mapName = "M05";  
serverPresetsFile = "objects.M05";  
};
```

```
M06:  
{  
mapName = "M06";  
serverPresetsFile = "objects.M06";  
};
```

```
M07:  
{  
mapName = "M07";  
serverPresetsFile = "objects.M07";  
};
```

```
M08:  
{  
mapName = "M08";  
serverPresetsFile = "objects.M08";  
};
```

```
M09:  
{  
mapName = "M09";  
serverPresetsFile = "objects.M09";  
};
```

```
M10:  
{  
mapName = "M10";  
serverPresetsFile = "objects.M10";  
};
```

```
M11:
{
mapName = "M11";
serverPresetsFile = "objects.M11";
};
```

```
M13:
{
mapName = "M13";
serverPresetsFile = "objects.M13";
};
```

```
};
```

```
rotation:
```

```
[
"M00_Tutorial",
"M01",
"M02",
"M03",
"M05",
"M06",
"M08",
"M10",
"M11",
"M13"
];
```

```
downloader:
```

```
{
repositoryUrl = "http://ren.game-maps.net/ttfs/";
};
```

This is a tt.cfg for mission maps. The game definition is the name of the map when you set the map in BRenBot or whatever bot you use, objects.MXX is the objects.ddb from the individual map, and there's additional MXX.ddb (which doesn't appear in tt.cfg) which is temps20.ddb from that particular map.

Note (while this may be wrong) I don't even think you can change the objects.ddb server-side, just the temps - but they're seemingly required either way.

Subject: Re: LevelEdit, TT, and modded maps

Posted by [zunnie](#) on Sat, 17 Mar 2012 13:35:56 GMT

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Hit me up on irc sometime tonight i'll be there. I was a bit busy the last few days and away a lot.

PS: Jonwil: EA removed all Renegade shit from the westwood ftp :/

Subject: Re: LevelEdit, TT, and modded maps

Posted by [iRANian](#) on Sat, 17 Mar 2012 14:58:40 GMT

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zunnie wrote on Sat, 17 March 2012 06:35Hit me up on irc sometime tonight i'll be there. I was a bit busy the last few days and away a lot.

PS: Jonwil: EA removed all Renegade shit from the westwood ftp :/

No, EA misconfigured the DNS for the Westwood FTP so it randomly redirects to the EA FTP but also sometimes randomly redirects to the Westwood FTP, see:

<http://www.ppmsite.com/forum/viewtopic.php?t=32236>

Subject: Re: LevelEdit, TT, and modded maps

Posted by [Ani](#) on Sat, 17 Mar 2012 15:05:38 GMT

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They messed up the DNS for the FTP server but everything related to the old WW is here:
<ftp://159.153.229.108>

Subject: Re: LevelEdit, TT, and modded maps

Posted by [Lone0001](#) on Sat, 17 Mar 2012 20:27:59 GMT

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I also have a exact copy of the Westwood FTP here (and in my sig) if anybody needs anything off it.

Subject: Re: LevelEdit, TT, and modded maps

Posted by [Omar007](#) on Sat, 17 Mar 2012 22:49:49 GMT

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Animoskity wrote on Sat, 17 March 2012 16:05They messed up the DNS for the FTP server but everything related to the old WW is here: ftp://159.153.229.108
They did? I think it is somethingon your end because ftp://ftp.westwood.com/ works great here

Subject: Re: LevelEdit, TT, and modded maps
Posted by [Ani](#) on Sun, 18 Mar 2012 01:42:09 GMT
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Omar007 wrote on Sat, 17 March 2012 15:49Animoskity wrote on Sat, 17 March 2012 16:05They messed up the DNS for the FTP server but everything related to the old WW is here: ftp://159.153.229.108
They did? I think it is somethingon your end because ftp://ftp.westwood.com/ works great here

It's messed up for everyone, although it may not be noticable for some. ftp.westwood.com has a 50/50 chance of it directing you to the EA FTP, or the Westwood FTP..

Subject: Re: LevelEdit, TT, and modded maps
Posted by [Omar007](#) on Sun, 18 Mar 2012 13:22:05 GMT
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Didn't even happen once for me though...
Westwood FTP 100% of the time
