Subject: Re: LevelEdit/Singleplayer modding help
Posted by Veyrdite on Sat, 12 Aug 2006 03:57:28 GMT
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you can get the single player levels in lvl format, they work a bit buggy but you can add all the weapons you need at the feet of your sparwner(s)
once exported, they can only be run as a multiplayer map.

some bugs include:
-two men at the beggining of the first level dont move their feet of arms in the cut scene
-at the end of the levels, you will have to kill the game with task manager or it will go on until the timer expires, only if you havent put the timer to 0 (infinite
- at the beggining of the first level, you have to commit suicide as you are stuck, ending up in the cutscene finishing area. for the game to work again, you have to go back where you started to go through the thresholds.

may i add that you do not have to add anything to the level for it to work with gdi or nod. i dont know if adding a pct will crash the game. the health of opponents will be the same in normal single player, exept in recruit difficulty (the easiest)

i am not sure that these levels have westwood copyright, so dont just go prancing around the web for a server to put them on.

viewing the levels also helps to get through them-great way to cheat.

oh and some things are entirely scripted, like the meduim tank dropoff on the beach on the second level, so you need to be a scripter. PLEASE NOTE I AM NOT ONE
custom scripts like the one that drops the apache on the first level instead of the meduim tank WILL effect the map, so doing this will not make an original map as it too is scripted.

finally, avoid replacing enemys with normal troops as these may affect the cutscenes and therefore affect gameplay

sorry that this is so long and there may be some spelling mistakes but i am in a hurry, i may update it so dont post my errors!!!