Subject: objectddb
Posted by dueltommychan on Sat, 23 Apr 2005 02:23:35 GMT
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how do u edit it?

Subject: objectddb
Posted by Sir Kane on Sat, 23 Apr 2005 07:14:42 GMT
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Use the leveleditor maybe?

Subject: objectddb
Posted by Naamloos on Sat, 23 Apr 2005 11:03:20 GMT
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For you next questions...

How do i get it?

Go to RenegadePublicTools/LevelEdit/MyModsName/presets and there it is.

How do i use it?

To use it in single player just put in your ren data folder. To use in multiplayer put in your data folder while in the advanced game listings lobby.

How do i get banned from non-RG using servers?

Make your hax uber overpowered, shoot a few tanks and wait...

Subject: objectddb
Posted by spreegem on Sat, 23 Apr 2005 22:54:20 GMT
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AND LIEK HOW CANZ I HAXXZORZ TEHMZ SO THATS I CAN GOT UNBANT!?

Seriously though, if your going to attempt to make a cheat, make sure you increase the speed of the vehicles and units so that you can run into the enemy base real quick. (Very funny to do, because I changed the speed so much I was just a blur, and the obelisk would just barely start to charge and I would make it into the Tiberium Refinary on Under) I don't have a copy of that anymore, but maybe someone else on here does.

Subject: objectddb
Posted by Naamloos on Sat, 23 Apr 2005 23:11:56 GMT
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Problem with changing speed is that the server won't show it. So you keep "teleporting" to your next location. Same goes for jumping or other ways of moving.

Subject: objectddb
Posted by Dan on Sun, 24 Apr 2005 10:59:05 GMT
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speedhacks dont work online.

Subject: objectddb
Posted by danpaul88 on Sun, 24 Apr 2005 15:28:17 GMT
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I think they would if you made it serverside, but then its not a cheat, but a mod.....

Subject: objectddb
Posted by bisen11 on Sun, 24 Apr 2005 20:32:57 GMT
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If you host it it works, but then again, it works for everyone.

Subject: objectddb
Posted by spreegem on Mon, 25 Apr 2005 17:44:18 GMT
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OMG, I was hoping none of you would say what increasing the speed of characters and vehicles really does, because then he would probably think he did something wrong and ask how to fix it, or get pissed that I told him the wrong thing to do. It is pretty funny though to host a game with increased player and vehicle speeds. I've lost it though, and didn't have a backup, I'll ahve to remake it, it was only to GDI anyways, so if I remake it, I'll just have to make sure I do it for both teams.

Subject: objectddb
Posted by dueltommychan on Wed, 27 Apr 2005 04:27:08 GMT
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how do you change speed and all those things,i'm new at them

Subject: objectddb
Posted by spreegem on Wed, 27 Apr 2005 15:07:26 GMT
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I think I wrote something about it one time on here. From what I can remember you open level edit, go down to the bottom, look at the purchase lists things and find which models they are, then i the characters presets find that model then click mod, or whatever then change it and save it. Then you export to a .pkg then use something like Renegade Ex, or XCC Mixer to extract the objects file from the .pkg and then place it into your data folder.

Subject: objectddb
Posted by Cat998 on Wed, 27 Apr 2005 15:40:36 GMT
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lol, you dont need to export it, just copy it from the presets folder

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Subject: objectddb
Posted by spreegem on Wed, 27 Apr 2005 21:37:27 GMT
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Anyone still have my "Speed Hack" or not?

Subject: objectddb
Posted by WNxCABAL on Wed, 27 Apr 2005 23:08:09 GMT
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I still have your PM you sent Mon Jul 26, 2004 1:13 am

Subject: objectddb
Posted by spreegem on Thu, 28 Apr 2005 02:59:47 GMT
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I sent you a PM July 26? What was it about?