Subject: Single Player Mods
Posted by Broadus on Mon, 09 Oct 2006 04:37:00 GMT
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I made a .pkg mod for Command and Conquer Renegade using the Renegade Tools, but .pkgs
are limited to multiplayer. My mod is meant to make all of the player's allies in single player
virtually invulnerable (100,000 health, just for fun), and I can't figure out how to make a mod for
the normal single player game.
So...
How do I make a single player mod?

Subject: Re: Single Player Mods
Posted by Veyrdite on Mon, 09 Oct 2006 08:38:10 GMT
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you would have to save it as a mix and replace a M00 with it-if there is anything that renegade
doesn't have normally that you have on your map, make sure everything is directly in your mods
directory before exporting (not in subfolders unless you have the modded version of le).

but i dont know how you convert it into a .mix though

Subject: Re: Single Player Mods
Posted by Zion on Mon, 09 Oct 2006 09:24:05 GMT
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You could also cahnge the settings and export as a objects.ddb with the new settings and
copy/paste it into your Data folder.

Will cause "the 0 bug" when trying to get online with it (since it is considerd a cheat, of any kind)
so remove it from the Data folder when you're finnished and want to go online.

Subject: Re: Single Player Mods
Posted by LR01 on Mon, 09 Oct 2006 16:16:57 GMT
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If you make a player invulnerable you better don't change its health, but the shieldtype, blamo.

If you want to make a .mix you can use the new public tools ore simple change the name, .pkg ->
.mix and remove not neede files with RenegadeEx

If you want to make a real SP mission you need to edit campains.ini to

And I dont think replacing a M**.mix is smart, cuz then you can a message everytime you boot up
renegade, saying a error

Subject: Re: Single Player Mods
Posted by Broadus on Mon, 09 Oct 2006 18:35:31 GMT
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Merovingian, what option do I use to export it? I go to the "Presets" tab, then the "Export..." option, and when I try to start a new single player game, it crashes during loading.

Subject: Re: Single Player Mods
Posted by totalhavok on Mon, 09 Oct 2006 19:39:08 GMT
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Broadus wrote on Mon, 09 October 2006 00:37I made a .pkg mod for Command and Conquer Renegade using the Renegade Tools, but .pkgs are limited to multiplayer. My mod is meant to make all of the player's allies in single player virtually invulnerable (100,000 health, just for fun), and I can't figure out how to make a mod for the normal single player game.
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I'm also working on some new Single Player Levels, some things I can't seem to find in LE are Activation Barriers. (The big non renderd green things, that trigger bots, events, ect...).
Do these need to be set up as proxies in RenX, or are they hidden somewhere in LE?

Also just to see what would happen I tried using the Export as Mix in LE and it generated a file that had .cpd (I think that was the extension), What is this for? It doesn't seem to work for multiplayer maps!?

Subject: Re: Single Player Mods
Posted by Broadus on Mon, 09 Oct 2006 21:09:41 GMT
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Y'know, man, I wish you'd make a new topic for your unrelated question, or at least wait for my question to be answered first.

Subject: Re: Single Player Mods
Posted by Zion on Mon, 09 Oct 2006 22:00:19 GMT
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To save the .mix/.pkg goto "File > Export [Save Dialog]"C&C_*.mix/.pkg"".
If it's going to be a .mix map, in the file name, quote it ("C&C_*.mix").

To "export" presets, you have to create them, save and close Level Edit, it will ask if you wish to save the presets and you click yes if you want to.
The new presets will be found in: "*\Renegade Public Tools\LvlEdit\<mod

name>\Presets\objects.ddb". Take 0bjects .ddb, copy and paste it into your renegades Data folder.

Subject: Re: Single Player Mods
Posted by Broadus on Mon, 09 Oct 2006 23:55:18 GMT
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Thanks, Merovingian! That does exactly what I wanted. Thanks a lot!

Subject: Re: Single Player Mods
Posted by Zion on Tue, 10 Oct 2006 07:44:10 GMT
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You're Welcome.