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**Subject: Help!?!**

Posted by [PunkeD](#) on Fri, 19 Jan 2007 14:07:34 GMT

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Hi, I don't know about modding and i don't really want to take ages in finding out how to make what i want ,  
Yes I'm kind of lazy but i'll give anything a go.

I've just got a sniper server running and i want to have unlimited ammo along with the TIB not affecting you when you walk over it. I bet some of this will be easy to most of you so it shouldn't be a problem in changing>making it

Thanks for your time PunkeD

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**Subject: Re: Help!?!**

Posted by [TD](#) on Fri, 19 Jan 2007 14:29:29 GMT

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They can be done in LevelEdit:

- Rename your server objects.aow to objects.ddb
- Open these objects.ddb in LevelEdit
- Edit the values you want for the sniper weapon and general tiberium settings
- Save the objects.ddb file
- Rename it back to objects.aow
- Put it back in the server data folder
- Restart your server

And remember, ALWAYS backup files that you change.

For more detailed LevelEdit usage, you could search for topics in this forum, or that RenHelp website (someone give him that website, I forgot the link).

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**Subject: Re: Help!?!**

Posted by [Jerad2142](#) on Fri, 19 Jan 2007 16:08:54 GMT

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As for the Tiberium settings you will have to modify the "surfaceeffects.ini" which will be located in the always/ini directory of you mod folder.

Quote:- Rename your server objects.aow to objects.ddb  
Only if you renamed it in the first place.

Quote:- Open these objects.ddb in LevelEdit  
It should open it automatically.

Quote:- Edit the values you want for the sniper weapon and general tiberium settings

Quote:- Save the objects.ddb file

Just go and quit out of level edit, and it should ask you if you would like to save.

Quote:- Rename it back to objects.aow

Only if you did step one.

Quote:- Put it back in the server data folder

If its a .pkg you won't do this .

### File Attachments

1) [Damage.png](#), downloaded 404 times

surfaceeffects - Notepad

File Edit Format View Help

Surface Damage Stats

[Damage\_Warhead]  
Tiberium Field=TiberiumRaw  
Tiberium Water=TiberiumRaw  
Tiberium Water Permeable=TiberiumRaw  
Underwater Tiberium Dirt=TiberiumRaw

[Damage\_Rate]  
Tiberium Field=5.0  
Tiberium Water=5.0  
Tiberium Water Permeable=5.0  
Underwater Tiberium Dirt=5.0

Footsteps

Footstep Crouched  
Footstep Jump  
Footstep Land  
Footstep Run  
Footstep Walk

Cloth

[Cloth\_Footstep Crouched]  
Sound0=Crawl on Stone Twiddler  
Emitter0=e\_rock

[Cloth\_Footstep Jump]

[Cloth\_Footstep Land]

[Cloth\_Footstep Run]  
Sound0=Run on Stone Twiddler  
Emitter0=e\_rock

[Cloth\_Footstep Walk]  
Sound0=Walk on Stone Twiddler  
Emitter0=e\_rock

Cloth Permeable

[Cloth Permeable\_Footstep Crouched]

[Cloth Permeable\_Footstep Jump]

What Type of damage  
Warhead to use

How much damage per  
second to do

2) [LevelEditStuff.png](#), downloaded 385 times

## Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



Presets

**You should modify both  
of these values by hitting  
the "mod" button when  
one of each is selected**

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Test\characters\FullMoon.tga  
TimeManager::Update: warning, frame 58 was slow (27346 ms)  
TimeManager::Update: warning, frame 61 was slow (7654 ms)

Ready

Camera (0.00,0.00,80.00)



Renegade Public Forums ...

LevelEdit

Untitled - Commando ...

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Subject: Re: Help!?

Posted by [Di3HardNL](#) on Fri, 19 Jan 2007 21:00:23 GMT

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Hai i need setup file from LevelEdit to, but its hard to find the good one on the internet, Can u upload it ?

Thnx ,  
Di3

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Subject: Re: Help!?!?

Posted by [Jerad2142](#) on Fri, 19 Jan 2007 21:44:15 GMT

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He is a site with Gmax and level editor:

<http://www.game-maps.net/index.php?action=category&id=91>

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Subject: Re: Help!?!?

Posted by [Di3HardNL](#) on Fri, 19 Jan 2007 22:18:16 GMT

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oh lol i found out its in the renegade tools, i already had them, but thnx anyway this forums seems to be much more improved in making skins/modding other stuff then the forum i used to be on.

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