
Subject: Basic LevelEdit Question

Posted by [rrutk](#) on Wed, 12 Mar 2008 18:06:59 GMT

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Hi,

a basic level edit question.

I played around a lot with RenX(gmax) and w3dviewer.

I've extracted all textures from Renegade and stuff.

But i dont get LevelEdit working.

After installing it, I dont have any presets like shown in picture below.

Which files must be there in what directory??? There should be trees in the presets-tab, I guess...

Is it an Installation problem???

Subject: Re: Basic LevelEdit Question

Posted by [Gen_Blacky](#) on Wed, 12 Mar 2008 19:24:27 GMT

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If you have first decade you need to fix the registry so level edit can open the always.dat

<http://www.renhelp.net/index.php?load=7>

Subject: Re: Basic LevelEdit Question

Posted by [The Executor](#) on Wed, 12 Mar 2008 19:42:27 GMT

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Ahhh you are using that xp theme:

Royal Noir and Noir

Subject: Re: Basic LevelEdit Question

Posted by [cnc95fan](#) on Wed, 12 Mar 2008 19:54:02 GMT

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These forums should be moderated more, once a question is answered, locked. Otherwise we get

off topic posts >_>

Subject: Re: Basic LevelEdit Question

Posted by [BlueThen](#) on Wed, 12 Mar 2008 20:28:20 GMT

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cnc95fan wrote on Wed, 12 March 2008 14:54 These forums should be moderated more, once a question is answered, locked. Otherwise we get off topic posts >_>
I disagree, people should have a freedom to discuss about question.

Subject: Re: Basic LevelEdit Question

Posted by [R315r4z0r](#) on Wed, 12 Mar 2008 21:03:56 GMT

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going back on topic

Just go to your "Command & Conquer Renegade(tm)" folder and remove the "(tm)" from the name. Then try opening up Level editor.

Subject: Re: Basic LevelEdit Question

Posted by [rrutk](#) on Wed, 12 Mar 2008 21:27:45 GMT

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OMFG, there was just a BACKSLASH missing in the Installpath of the registry!

Thanks!

****>>

uhhm, just some hints to insert some from the nitromod extracted betavehicles into regular renegade-maps? e.g. the buggy?

Subject: Re: Basic LevelEdit Question

Posted by [renalpha](#) on Wed, 12 Mar 2008 22:16:18 GMT

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ye
steal the w3ds

Subject: Re: Basic LevelEdit Question
Posted by [rrutk](#) on Wed, 12 Mar 2008 22:19:31 GMT
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got it working.

OMG, is this pretty cool!!)

ok, 1 question agin:

where and how to insert my own purchase-terminal-icons, so i'm able to buy the vec on PT?

actually i've just inserted the vec into the map.

I want it additional in the extras with icon (fnkqrrm).

Subject: Re: Basic LevelEdit Question
Posted by [cpjok](#) on Wed, 12 Mar 2008 23:17:30 GMT
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rrutk wrote on Wed, 12 March 2008 16:19got it working.

OMG, is this pretty cool!!)

ok, 1 question agin:

where and how to insert my own purchase-terminal-icons, so i'm able to buy the vec on PT?

actually i've just inserted the vec into the map.

I want it additional in the extras with icon (fnkqrrm).

good ping anyway the icon hasto be a .dds file then to add own pt icon go to

then click Nod Vehicles Or GDI Press Temp Go To Empty Space And if want it in extras click Vehicles NOD Secret Or GDI Secret and add in there

there it says puticonhere.dds put the name of the tga file there or dds file there with .dds on end of it name it add object add price name new temp file and click ok then its done save map go on

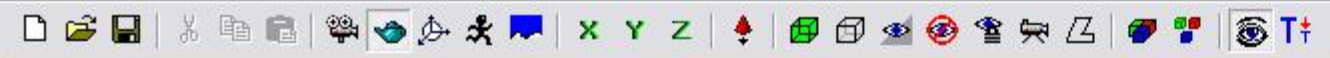
game and test it should look like this but your icon

File Attachments

1) [1.JPG](#), downloaded 485 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



Obsolete deform chunk encountered in mesh: .DUMMY
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\SERVER\characters\havoc\FullMoon.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\SERVER\characters\FullMoon.tga

2) [2.JPG](#), downloaded 478 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



Edit object

General Settings Dependencies

Name

Cost

0

Texture

putsiconhere.dds

Object

Alt Texture 1

Alt Object 1

Alt Texture 2

Alt Object 2

Alt Texture 3

OK

Cancel

0

3) [like this.JPG](#), downloaded 480 times



Subject: Re: Basic LevelEdit Question
Posted by [cpjok](#) on Wed, 12 Mar 2008 23:21:22 GMT
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and the vehicle you added would be better if you could see yourself sat in it like the vehicle on APB

Subject: Re: Basic LevelEdit Question
Posted by [nopol10](#) on Thu, 13 Mar 2008 05:05:14 GMT
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Isn't that the buggy from RP2?

Subject: Re: Basic LevelEdit Question
Posted by [Canadacdn](#) on Thu, 13 Mar 2008 05:11:34 GMT
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nopol10 wrote on Wed, 12 March 2008 23:05Isn't that the buggy from RP2?

It's the Renegade beta buggy, which I also included in RP2.

Subject: Re: Basic LevelEdit Question
Posted by [nopol10](#) on Thu, 13 Mar 2008 06:12:13 GMT
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Ah I see.

Subject: Re: Basic LevelEdit Question
Posted by [rrutk](#) on Thu, 13 Mar 2008 17:28:06 GMT
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got it working.

I've inserted some nice beta-models into C&C_Islands.

My plan is now, to make on this map two more Islands.
On the additional nod-Island there will be the BIG Beta-Nod-ConYard, on the GDI-Island the Beta-Refinery.

Both just for decoration, Players will not be able to go there.

But I have two problems:

1. My old Nod-Beta-Conyard (w3d-File) appears in the middle of the map, while adding it in LevelEdit. Its not selectable and I cant move it.

2. How to make the 2 additional islands? if I import des map-w3d-file into gmax, all textures are lost.

Subject: Re: Basic LevelEdit Question
Posted by [rrutk](#) on Thu, 13 Mar 2008 21:18:51 GMT
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3 GDI-Beta-Buggys ingame:

The beautiest of it must be fixed.

Subject: Re: Basic LevelEdit Question
Posted by [cpjok](#) on Thu, 13 Mar 2008 21:34:58 GMT
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Nice ii like middle one best the Hum-Tow

Subject: Re: Basic LevelEdit Question
Posted by [Veyrdite](#) on Fri, 14 Mar 2008 08:47:49 GMT
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Was the TOW launcher made by WW?
P.S. Where did you get the other two models from? I'd like to get hold of them.

Subject: Re: Basic LevelEdit Question
Posted by [Reaver11](#) on Fri, 14 Mar 2008 11:15:11 GMT
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rrutk wrote on Thu, 13 March 2008 15:183 GDI-Beta-Buggys ingame:

The beautiest of it must be fixed.

Nice you pm'ed me this also.

ONLY the MOST right is A WESTWOOD HUMVEE.

Please read the readme files that come with the hummers.

The most left is from the old command mod.

The middle one was made by sgtmay. (towhumvee)

And the most right is from westwood.

Anyways rrutk here a question ->

Is only one model for the beta or both?

A=Both models are beta

B=Only the Refinery

C=Only the Airplane

If anyone of you needs the models go to the beta thread it is just in the mod forum ->

<http://www.renegadeforums.com/index.php?t=msg&th=23692&start=0&rid=2> 2503

Or give me a ring

Subject: Re: Basic LevelEdit Question

Posted by [OWA](#) on Fri, 14 Mar 2008 12:15:28 GMT

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As far I know, only the plane is part of the released Beta assets.

Subject: Re: Basic LevelEdit Question

Posted by [rrutk](#) on Fri, 14 Mar 2008 17:43:50 GMT

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as I know, the refinery is westwood-beta-stuff to, like to old silos.

because they are both in the buildings-file-package released by westwood.

also there are old repair pad in it (nod & GDI).

what's with the conyard? is it original WW?

Subject: Re: Basic LevelEdit Question

Posted by [Reaver11](#) on Fri, 14 Mar 2008 19:46:12 GMT

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Not that I know but indd both are beta stuff

EDIT: The one in renassets is. (there is no rep bay with it)
