
Subject: resource manager question
Posted by [robbyke](#) on Sat, 26 May 2012 16:21:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

would it be possible to create a package (like the quake sounds thing)

that add in new models/textures and ddb to be used for server features

EDIT :

Things about resource manager are a secret?? i seldom had a decent answer on one off those

Subject: Re: resource manager question
Posted by [StealthEye](#) on Thu, 07 Jun 2012 23:26:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Have you tried just making a package and seeing if it works? I don't think the client loads the .ddb though. (Models will likely work.)

Subject: Re: resource manager question
Posted by [robbyke](#) on Fri, 08 Jun 2012 08:23:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

you can only make packages with .mix files

im trying to mod all maps on my server so they contain the things id want and try it that way

however getting along with leveledit is quite hard

cant seem to get the .mix back together anymore

Subject: Re: resource manager question
Posted by [Gen_Blacky](#) on Fri, 08 Jun 2012 08:51:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

use xcc mixer and just dump all your files in a mix file. Here's a dummy mix file. add your files then delete the file "deleteme".

File Attachments

1) [temp.mix](#), downloaded 203 times

Subject: Re: resource manager question
Posted by [Whitedragon](#) on Fri, 08 Jun 2012 09:21:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Having players download modified maps will make them unable to play on other servers. Same with a modified objects.ddb.

Subject: Re: resource manager question
Posted by [robbyke](#) on Fri, 08 Jun 2012 09:33:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

ill rename the maps so it has KB in it that way people wont have that problem

also before the copy right stuff start im not claiming copyright i only rename the map so people wont be restricted to play on my server only

Gen_Blacky wrote on Fri, 08 June 2012 10:51use xcc mixer and just dump all your files in a mix file. Here's a dummy mix file. add your files then delete the file "deleteme".

how would i know which files i have to add to the mix file?

Subject: Re: resource manager question
Posted by [Gen_Blacky](#) on Fri, 08 Jun 2012 09:39:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

I thought you where trying to make a package like "quake" (first post). Just use leveedit and export as .mix when modifying maps.

Subject: Re: resource manager question
Posted by [robbyke](#) on Fri, 08 Jun 2012 09:53:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

when i export as mix the map would only be afew kb large

when i do it as a mod package (trough a tut on renhelp) i get a larger mix file but stil smaller then the original

when i edited the ddb, like creating a second mrls with rotating turret (with add temp) and load the map there is nothing there

and id say i search a tutorial but the tutorials that exist arent in depth enough to get things right

also when i open an existing map with XCC mixer the lsd and ldd files are alot larger then the one i get from level edit

PS:

i first wanted to do that but i need to have a ddb file for it and like whitedragon said that will prevent people from playing in other servers

Subject: Re: resource manager question
Posted by [StealthEye](#) on Fri, 08 Jun 2012 14:55:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why would it prevent playing on other servers?

If I understand you correctly, you should make a .mix package with the files you want in it (using XCC mixer for example) and then convert the .mix to a TT package (you can remove the .mix after that).

If that does not do what you want, please explain what you are trying more carefully, I'm getting a bit confused. Maybe you can explain exactly what files/changes you are doing, and what does not work as expected or what part you cannot figure out.

Subject: Re: resource manager question
Posted by [Distrbd21](#) on Fri, 08 Jun 2012 16:14:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

@stealthEye

If I understand him right what he is trying to do is.

Make custom w3d's to add in LE and then make it a mix map with custom damage rates, etc.

Witch the only way that should stop a player from joining a different server is if, that said map was named the same as one already made.

@robbyke

You have to temp everything you want to add other wise, it will default back to westwood setting when loaded.

The reason your mrls isn't working is because your not temping it and adding that temped preset to the PT, or your not setting up your spawners for the veh right.

P.S.

rob you can always get on teamspeak and ask me things about LE, I can say I've been there done that, asked that before.

Subject: Re: resource manager question

Posted by [robbyke](#) on Fri, 08 Jun 2012 17:02:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

he is almost totally right

ive been trying to get extra object and models into ddb

so i have nicer looking stuff on all maps

FIRST i wanted to try that with the mix package but that wont work

NOW i am trying to "mod" all my maps so they contain those objects (and therefor also the players) so i can use them in my scripts and objects building

PS:

i have temped the objects but my whole map* is just missing i think i do something wrong when i reconvert from LE to mix

*there is no ground/buildings etc just the open LE sky

ive added a rar file of my nr X tryout

didnt delete everything exept editorcache,levels and scripts yet

i no longer understand why it wont work

File Attachments

1) [C&C_City_Flying.rar](#), downloaded 204 times

Subject: Re: resource manager question

Posted by [Distrbd21](#) on Fri, 08 Jun 2012 17:18:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

your wasting your time with the ddb..

Come on my Teamspeak and I'll explain it to you and help you.
