Subject: Re: Server side Mod.
Posted by JasonKnight on Sun, 22 Apr 2007 02:41:35 GMT
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MathK1LL wrote on Sat, 21 April 2007 21:16
EDIT #2: You need to put a script zone for the vehicles to spawn at....Wait, didn't I say that earlier?

i dont think you guys are understanding me...

I will post a picture if I have to...

I start with C&C_WALLS.LVL

I add some spawners for the hell of it. Save it, take the objects.ddb and the ldd file and put it into DATA. everything works.

I go into Terrian>Levels - Multiplayer>CNC_Map_Walls 0325f>

and I "MAKE" "Ramps" "flying includes" and "flying collision" following everything that is in the 2nd post of this topic.

But what about the "Includes" and "terrian" things??? what do I do with them?

Save as C&C_Walls_Flying.lvl (ldd and lds are autmatically created)

now, after changing those three things, all waypoints for the airstrip are still there as they where before, and all vehicals except for the flying vehicals build.

I look through the script zones and there is only 1 for "Vehical Contruction" and I am guessing that means all vehicals.

so what am I not understanding? please tell me becuase I dont get what you guys are telling me since they are already there.
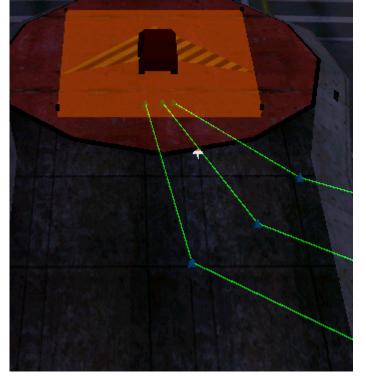
MathK1LL wrote on Sat, 21 April 2007 21:16
EDIT: >.< DOUBLE POSTER...You posted that second one 2 minutes after the first one...Just hit Edit after you've copied the quoting bb code....

and that was uncalled for, everyone does it from time to time simply forgetting about the edit button.

Ohh, here is a picture of the script zone and waypoints.

File Attachments