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Subject: Re: FDS MODDING

Posted by [Veyrdite](#) on Sun, 18 Nov 2007 02:51:59 GMT

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- \* can't generate pathfind
- \* can't use dsapo objects
- \* can't edit VIS (thats read client-side)
- \* can't make NEW cinematics
- \* can't rotate objects on the x and y axis
- \* can't rotate objects on z axis unless the angle is divisible by 15
- \* can create objects
- \* can add scripts to objects
- \* can rotate objects along z axis
- \* can change most of an objects settings
- \* can re-position spawn positions

Also note transition objects (ladders) must be above where they need to be by about 2 units or the player will become stuck.

Clients can easily get stuck on server-sided objects.

EDIT: I have also heard you can't create waypaths. Is this true? i know you wouldn't if they weren't on the w3d (real level, not on the server-sided objects)as the pathfinding wouldn't exist.

Does placing the .idd in the data directory do any different to placing it in the .mix that has been stripped of the .isd?

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