Subject: How do i get extras to work
Posted by cpjok on Wed, 17 Sep 2008 10:14:40 GMT
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What i mean is how i get the extras to work there enabled and all you do is remove them from the disableextras list

dont that but the ones i trying to get to work wont work

like i got a map on my server

C&C_Field_BZ.mix

it has extras units on it

INC

Thief
GDI Spy
NOD Spy
MK2
UAPC
RAPC
HMRL
Titan
Hum-TOW
GDI Recon
NOD Recon
Wolverine
Devil's Tongue
Tick Tank
Juggernaught
Disruptor
Cyborg
NOD Rep Tank

i know this as it me who made the map.
its downloadable on
www.blood-zone.com

ok heres the presets maybe i have to do somet with them

01=CnC_GDI_MK2
02=CnC_GDI_MK2_Turret
03=CnC_GDI_Disruptor
04=CnC_GDI_HMRL
05=CnC_GDI_Hum_TOW
06=CnC_GDI_RAPC

07=CnC_GDI_Recon
08=CnC_GDI_Titan
09=CnC_GDI_Wolverine
10=CnC_GDI_Juggernaught
11=CnC_GDI_Juggernaught_Deploy
12=CnC_GDI_Juggernaught_Undeploy
13=CnC_GDI_Juggernaught_Deployed
14=CnC_NOD_Cyborg
15=CnC_NOD_Devil_Tongue
16=CnC_NOD_Recon
17=CnC_NOD_Rep_Tank
18=CnC_NOD_Tick_Tank
19=CnC_NOD_Tick_Tank_Deploying
20=CnC_NOD_Tick_Tank_Undeploying
21=CnC_NOD_Tick_Tank_Deployed
22=CnC_NOD_SPY
23=CnC_GDI_SPY
24=CnC_GDI_Thief

they all work on 1 player host a map

anyways anyone know how i can get them to work cos each time i buy one it crashes server and server restarts

EDIT: And yes i already got permission to use them so dont mone about that like some ppl do

EDIT: the UAPC and Devil's Tongue do go underground but as there nothing for it to land on they die/you die.

EDIT: More vehicles adding soon

INC:

Banshee
Harrier
Appocolypse

ETC