
Subject: mgagd_ag_2 Fix

Posted by [Gen_Blacky](#) on Mon, 10 Nov 2014 06:48:02 GMT

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I fixed the floating damage decal for the multiplayer AGT.

The reason It is floating like that is because that was where the elevator for the agt was in the original buildings like seen in M00_Tutorial.

I just moved it against the wall for a fix for the stock mp agt.

You can place mgagd_ag_2.w3d in your data folder to use this fix.

If you want to use it in your new map use mgagd_ag_2_mp.w3d. Then make your agt building load it in gmax/3dsmax. Then in le make a aggregate tile for it.

File Attachments

1) [mgagd_ag_2_mpfix.zip](#), downloaded 302 times
