Subject: map help,,,
Posted by ghost on Thu, 20 Oct 2005 03:24:04 GMT
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ok so i remade hourglass by adding more base defence and a few otehr things and when i save it as C&C_Hourglass.mix
C&C_Hourglass.thu C&C_Hourglass.lsd C&C_Hourglass.lvl and
C&C_Hourglass.ldd and when i add them to my ren folder and test them out theres no terrain...i can see thru some buildings and when the harvys spawn they fall down and blow and spawn again only to blow again. but the things i added are there.

does anyone know whats wrong???

Subject: Re: map help,,,
Posted by bisen11 on Thu, 20 Oct 2005 03:32:43 GMT
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Did you replace the old mix map? If you did then the .w3d would have gotten deleted therefore it wouldn't be able to read it from anywhere. To fix that just put the w3d into the map (and probably will want to put the textures too).

Subject: Re: map help,,,
Posted by ghost on Thu, 20 Oct 2005 04:13:43 GMT
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all this about w3d is making me confussed....first where would i make it?

i download this file and when i open it and the map (hourlgass)
loads i just added my thing and saved it...where would i found this w3d?

so just what files do i add?

when i check the assest report i get:

Load-on-demand and missing assets report

Category: LOAD_ON_DEMAND_ROBJ

Category: LOAD_ON_DEMAND_HANIM

Category: LOAD_ON_DEMAND_HTREE

Category: MISSING_ROBJ

Category: MISSING_HANIM

Category: MISSING_HTREE

Subject: Re: map help,,,
Posted by ghost on Thu, 20 Oct 2005 04:31:18 GMT
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ok so i added the lsd and idd files and everything worked fine..
the terrian was there.the base defence was there but only the obby and agt and even my base
defence that i added were working.... i checked the agt and it had no guns...