Subject: Flying Vehicle help
Posted by Spetz5 on Tue, 31 Jan 2006 18:30:26 GMT
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I wanted to Edit City flying but when i do, i go to play it, and the flying vehicle wont show up as buildable things. If i play it as a server side edited map, the vehicle icons show but when u buy, they don't build and u lose money. Can anyone help me?

Subject: Re: Flying Vehicle help
Posted by Spice on Tue, 31 Jan 2006 18:59:27 GMT
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In Level Edit press edit > options and check the "Allow flying vehicles" option at the bottom.

Subject: Re: Flying Vehicle help
Posted by Spetz5 on Tue, 31 Jan 2006 19:13:56 GMT
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Do you mean the Edit button at the top of the screen? if so i see a level settings tab but when i click that, Level edit crashes

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Subject: Re: Flying Vehicle help
Posted by Oblivion165 on Tue, 31 Jan 2006 19:23:21 GMT
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Disable Visual Themes on Leveledit.exe

Subject: Re: Flying Vehicle help
Posted by Spetz5 on Tue, 31 Jan 2006 19:28:04 GMT
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ahh i see now, thanks alot guys

One last question - Is it posible to get the Level edit files for the flying maps? or am I going to have to load up the terrain and add all the spawn points and stuff

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Subject: Re: Flying Vehicle help
Posted by Oblivion165 on Tue, 31 Jan 2006 20:04:12 GMT
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They should be in that standard levels pack.

ftp://ftp.westwood.com/pub/renegade

EDIT:

Nope

Subject: Re: Flying Vehicle help
Posted by Spetz5 on Tue, 31 Jan 2006 20:19:45 GMT
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Dang, I tryed to use C&C City, and add the ramps in manualy, and it works and all. But the only problem is the Nod Airstrip does not say "unit ready" when a vehicle drops, nor will the vehicle move off the strip

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Subject: Re: Flying Vehicle help
Posted by JeepRubi on Tue, 31 Jan 2006 22:26:07 GMT
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Waypoints and generate pathfind maybe Spetz.

Subject: Re: Flying Vehicle help
Posted by Spetz5 on Tue, 31 Jan 2006 23:03:33 GMT
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Tryed that, and when i did that it worked for the vehicles, but then doors wouldn't open

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Subject: Re: Flying Vehicle help
Posted by JeepRubi on Wed, 01 Feb 2006 01:44:48 GMT
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LOL spetz, ur still using the sig i made you.

Subject: Re: Flying Vehicle help
Posted by Spetz5 on Wed, 01 Feb 2006 02:45:16 GMT
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Ya that's because I haven't been here in a long time, so I haven't bothered to change it.