Subject: Large Crate On Presets
Posted by sycar on Thu, 01 Jun 2006 22:26:54 GMT
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Hi guys can anyone tell me where i can find the large create that MPgaming use on there mix levels to block things or on the presets in level edit, as i cant seem to find it!

Thanks if you know
buffymaniack

Subject: Re: Large Crate On Presets
Posted by Zion on Thu, 01 Jun 2006 23:56:01 GMT
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tiles>*miltary*>container2

* = wildcard

Subject: Re: Large Crate On Presets
Posted by Kamuix on Fri, 02 Jun 2006 01:36:18 GMT
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Objects>Simple>Large_blocker

you were right to, but thats under tiles and they are not serversided.

Subject: Re: Large Crate On Presets
Posted by Zion on Fri, 02 Jun 2006 21:13:54 GMT
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i didnt see that he requested serversided containers?

it is true though, tiles and any other anamatronic presets cannot be added into server side mods, with the exeption of bots and vechs.

Subject: Re: Large Crate On Presets
Posted by sycar on Fri, 02 Jun 2006 22:38:44 GMT
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cheers for your help guys, yea worked brilliantly! and sorry i didn't make it very specific i wanted it server-side. Don't suppose you know where i can find the little wall with like spikes or something on top of it. You can see over it, but not get over it. I've looked myself but just cant find it.

Cheers buffymaniack

Subject: Re: Large Crate On Presets
Posted by sycar on Sat, 03 Jun 2006 16:29:24 GMT
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bump

any ideas?

Subject: Re: Large Crate On Presets
Posted by Napalmic on Sat, 03 Jun 2006 17:22:56 GMT
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Open the M13 level or make it from the terrain presets. That basewall is part of the the terrain, a proxy terrain object. There might be a tile preset for it when you load it.

Subject: Re: Large Crate On Presets
Posted by sycar on Sat, 03 Jun 2006 21:53:40 GMT
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there is no mix13? they go from m00 --> m11.... wheeres 13??

lol thank buffymaniack