Subject: Samsites and Orca's
Posted by Dorest0rm on Fri, 11 Aug 2006 12:39:42 GMT
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Hi i am modding the map walls into a co-op map where gdi has to attack the nod base wich is captured by mutants

but lets get to the point

Since there is no .lvl file for walls flying id like to know how do i get orca's and transport choppers to work does anyone know how i get these into the map

about the Sam Sites

I have put in alot of samsites but i can't see them ingame how come and how do i add scripts to them?

Thanks in advance,Dorest0rm

Subject: Re: Samsites and Orca's
Posted by SuperFlyingEngi on Fri, 11 Aug 2006 21:58:47 GMT
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Here's what other people have said:

 http://www.renegadeforums.com/index.php?t=msg&goto=20371
9&rid=1779&srch=flying#msg_203719

Titan_HQIf you want to add flying vehicles to a map in Level Edit, go-to "edit" and press "level settings" somewhere there you will find a option that says "flying map" or something similar, check the box and then flying vehicles can be used in the map.

I hope that helps.

Subject: Re: Samsites and Orca's
Posted by Nightma12 on Fri, 11 Aug 2006 22:08:57 GMT
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you also need to add the ramps, which there is a preset for...

and you also need to re-generate VIS

Subject: Re: Samsites and Orca's
Posted by LR01 on Sat, 12 Aug 2006 07:28:41 GMT
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uhm...
and if you use walls.lvl and copy only the .ldd
this works for me (never found a different from the orginal)

Dorest0rm wrote on Fri, 11 August 2006 14:39
I have put in alot of samsites but i can't see them ingame how come and how do i add scripts to
them?

maybay it would be helpfull when you said what samsite you used
and do other items work?

Subject: Re: Samsites and Orca's
Posted by sycar on Sat, 12 Aug 2006 14:54:04 GMT
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i've created a .lvl file of walls_flying thats avaliable to download if you want it. works exactly as any
other .lvl file.

 http://downloads.silverbulletserver.com/C&C_Walls_Flying .lvl

can also find city_flying there as well:

 http://downloads.silverbulletserver.com/C&C_City_Flying. lvl

hope this helps
buffymaniack

Subject: Re: Samsites and Orca's
Posted by futura83 on Sat, 12 Aug 2006 15:38:22 GMT
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dont use the same sites under objects->samsite->Nod samsite.

it has the 'is stealth unit' option ticked.

use the one under objects->vehicle->mounted->nod_sam_site->M01_sam_site

i have used the top one before, and with about 20 of them with the right script on cant hit 1 orca effectively.

you'll need to add the script "M07_Sam_Site_Logic"

Subject: Re: Samsites and Orca's
Posted by Dorest0rm on Sat, 12 Aug 2006 18:01:48 GMT
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ok thx guys

buffy ur map works but buildings are not buildings since they dont excist u only see them atleast thats on walls flying

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Subject: Re: Samsites and Orca's
Posted by Zion on Sat, 12 Aug 2006 20:42:22 GMT
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Add the respective building controller (make sure it's MP and not SP) and give the wf/as and ref's car makers and waypaths. Don't forget the wf/as's vech production script zones either.

Subject: Re: Samsites and Orca's
Posted by sycar on Sun, 13 Aug 2006 00:04:40 GMT
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the walls.lvl file worked fine for me... how weird. someone else wana try and check for me? im using the file online right now and i see no problems. how weird

buffymaniack

Subject: Re: Samsites and Orca's
Posted by CodedRiceCracker on Sun, 13 Aug 2006 12:34:49 GMT
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I tried it out, and it doesn't look like what its supposed to look like. No flying ramps, flying aint enabled at options, and the waypaths are gone. The vis is still the same as the non flying version.

But than again, it's really easy to create the flying version out of the non flying version yourself.