
Subject: No model?

Posted by [a100](#) on Tue, 27 Mar 2007 23:35:07 GMT

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Well im trying to make a mutant hijacker and so far i have all the scripts done and etc, the problem im having is that the model that i assigned to the preset in objects.aow isnt being used, it shows no model when i use the char even though ive assigned it the sbh model.

I'm using ssaow 1.5 ported to 2.9.2

Subject: Re: No model?

Posted by [c0vert7](#) on Wed, 28 Mar 2007 12:10:07 GMT

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I dont know much about ssaow, but is the model name the exactly the same as what the game will recognize. In other words, did u spell it right?

Subject: Re: No model?

Posted by [a100](#) on Wed, 28 Mar 2007 19:06:58 GMT

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Yes

Subject: Re: No model?

Posted by [Zion](#) on Wed, 28 Mar 2007 20:19:06 GMT

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Why don't you create your own model and add it to the presets tree then link it in the PT's?

Subject: Re: No model?

Posted by [a100](#) on Wed, 28 Mar 2007 20:33:51 GMT

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The problem is that the model i assigned the char isnt showing up..

Subject: Re: No model?

Posted by [Canadacdn](#) on Wed, 28 Mar 2007 20:45:30 GMT

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Are you saying that you made your own model to use it on servers? If so, you can't do that. Sorry.

Subject: Re: No model?

Posted by [a100](#) on Wed, 28 Mar 2007 21:07:18 GMT

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No, i am using a model that is already there which is the sbh one.

For some reason it shows for gdi and not nod =\

edit btw this is for server side

Subject: Re: No model?

Posted by [Zion](#) on Thu, 29 Mar 2007 07:23:43 GMT

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You cannot assign a new model serverside. Basicly because the client would need that exact same model, and WOL doesn't support file transfer.

Subject: Re: No model?

Posted by [a100](#) on Thu, 29 Mar 2007 20:20:24 GMT

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I tried assigned the hijacker the kane model and i keep getting no model for nod, but get one for gdi

GDI

NOD

as you can see the kane model doesnt show up for nod any help?

File Attachments

1) [ScreenShot15.png](#), downloaded 519 times



2) [ScreenShot16.png](#), downloaded 516 times



Subject: Re: No model?

Posted by [Gen_Blacky](#) on Thu, 29 Mar 2007 20:45:18 GMT

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Subject: Re: No model?

Posted by [a100](#) on Thu, 29 Mar 2007 21:43:36 GMT

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Gen_Blacky wrote on Thu, 29 March 2007 14:45

huh ??

Subject: Re: No model?

Posted by [Tankkiller](#) on Thu, 29 Mar 2007 22:12:34 GMT

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This is weird. My hypothesis to fix this is to create a nod version of the mutant hijacker and a gdi version to use for the suit of team.

I think this is caused by the engine getting an inopropite team match-up, since the engine didn't know what to do with it filed you as "null"

Subject: Re: No model?

Posted by [a100](#) on Thu, 29 Mar 2007 22:46:03 GMT

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I tried what you set but still no result =\
