Subject: SSM's Guard Towers and Turrets
Posted by JasonKnight on Wed, 18 Apr 2007 21:01:54 GMT

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Ok, I have played in a few servers that add the guard towers and turrets to the non defence maps, which all in all does add a little different gameplay, but drastically unbalances the game.

First thing first, i made clones of the guard tower and nodturret and gave them to the opposite party, now GDI and NOD have both.

ok. my first test is with the guard tower.

i added them in as a spawner following this.

http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=68

and this

http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=46

server loads up, (look at attached picture)

guardtowers spawn. server stays steady, great.

jump to my other computer and try to loginto my server to see if they work right. get the light blue screen says gameplay pending then game crashes to desktop. try it on my XP Pro machine, does the same thing as my vista machine does...

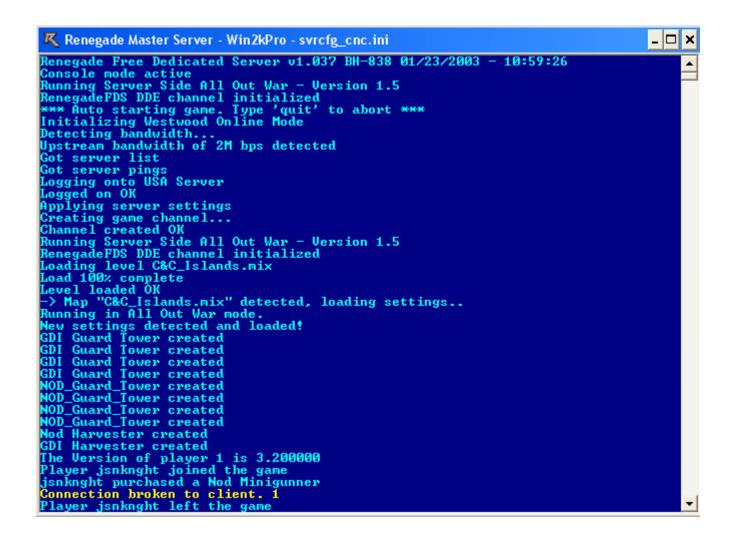
im lost, any help would be nice.

and yes, i rememberd to put the objects.ddb in the data folder and yes i renamed it to .aow

I also tryed this in SSGM2.0 and the server just keep restarting tis why I am trying SSAOW 1.5

File Attachments

1) server.jpg, downloaded 540 times



Subject: Re: SSM's Guard Towers and Turrets Posted by Zion on Wed, 18 Apr 2007 21:14:02 GMT

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Did you add or temp the new presets?
Did you change the models team variable?
Does the server know where to load these?
Have you added anything else to the objects.ddb file?

More info would be nice.

Subject: Re: SSM's Guard Towers and Turrets
Posted by JasonKnight on Wed, 18 Apr 2007 21:26:17 GMT

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Did you add or temp the new presets? Added them

Did you change the models team variable? i added the new spawner for the nod guard tower by attaching the new nod guard tower that i added down at the mounteed vehicals area. I also made sure that for the team they were to be set for the team variable in both places matched NOD.

Does the server know where to load these? I put in the ldd file that i created with level edit and placed the spawners where i needed them to go.

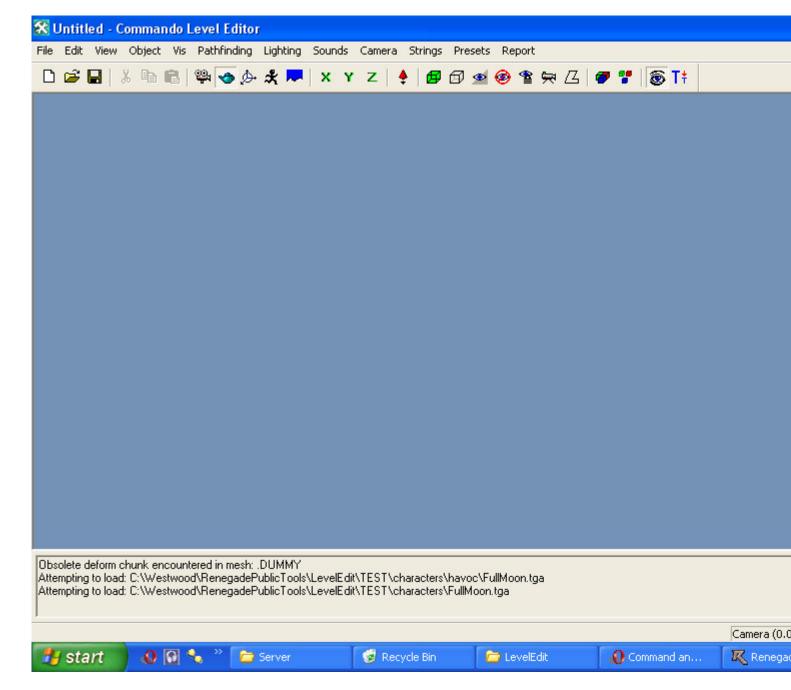
Have you added anything else to the objects.ddb file? only other thing changed in the objects file is advances spawn weapons. nothing else is different. its just a basic one other than that.

here are some more Screenies (sorry for the size of them. (1156x656) this is being done on my TVPC.

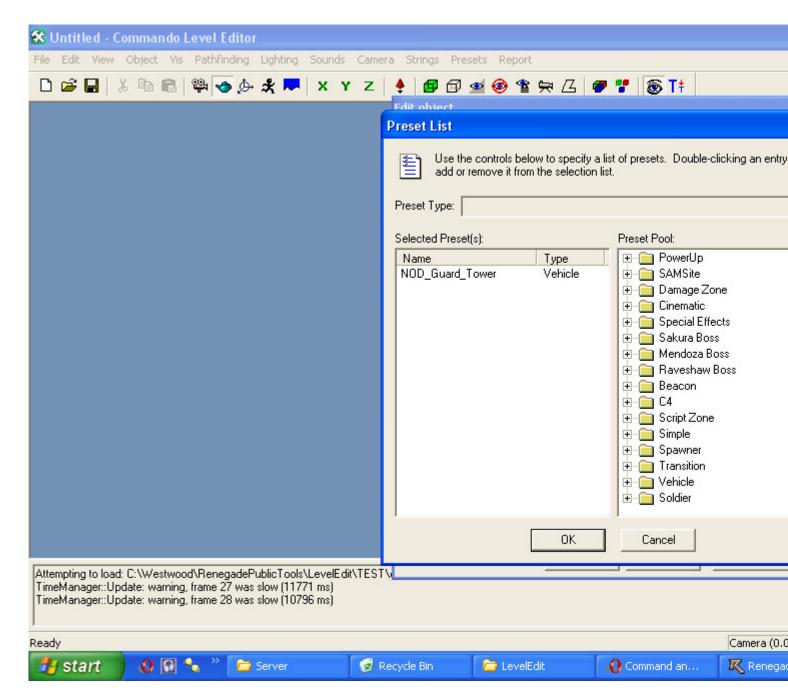
If you need more information just ask, i know pretty much what i need to to get the information for ya to help. Thanks

File Attachments

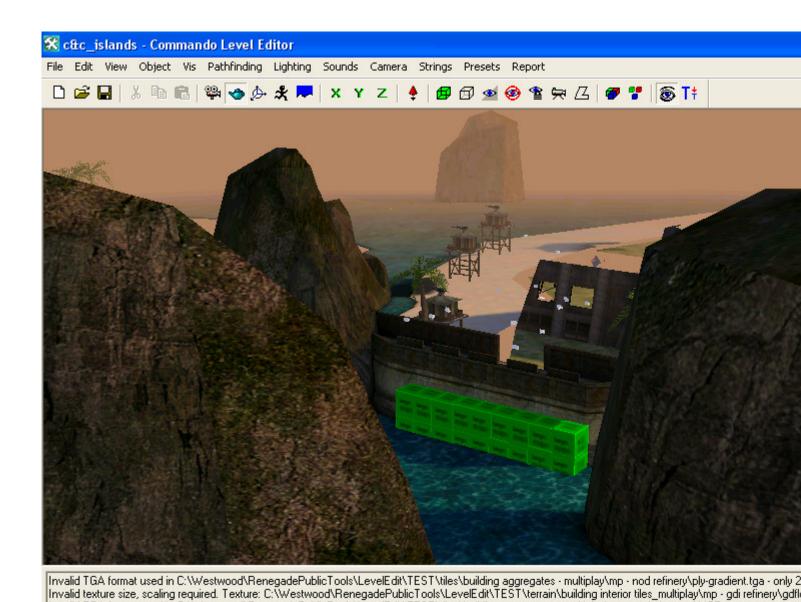
1) 1.jpg, downloaded 460 times



2) 2.jpg, downloaded 457 times



3) 3.jpg, downloaded 455 times



Invalid TGA format used in C:\Westwood\RenegadePublicTools\LevelEdit\TEST\tiles\building aggregates - multiplay\mp - nod air tower\MCT_wep-atr.tga - on

Recycle Bin

LevelEdit

Camera (-13

Command and Co...

4) 4.jpg, downloaded 453 times

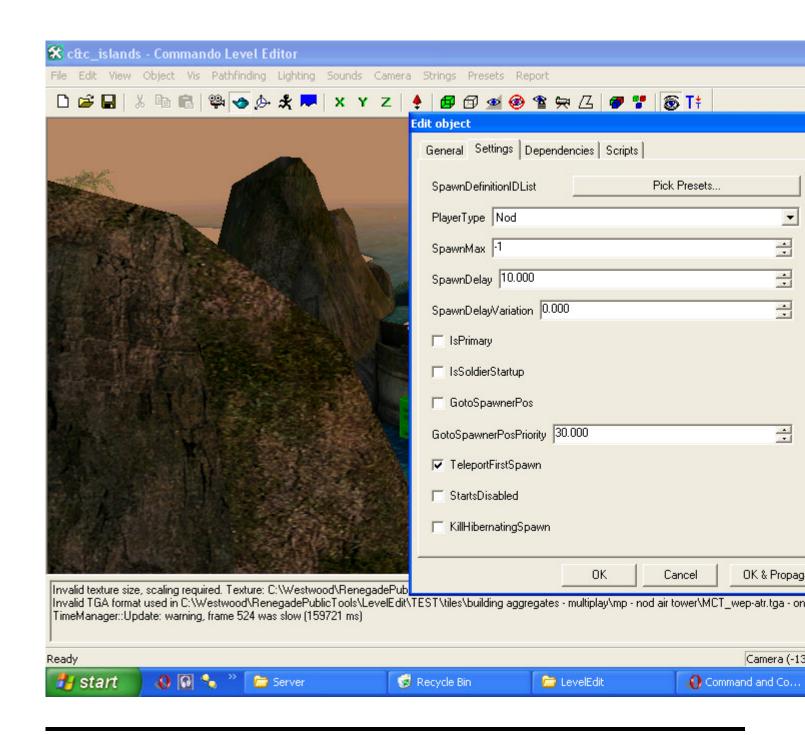
🕡 🖸 🔧

Ready

🎳 start

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Server



Subject: Re: SSM's Guard Towers and Turrets

Posted by Whitedragon on Wed, 18 Apr 2007 22:53:56 GMT

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You can't add or temp new presets server side. With the exception of spawners.

Subject: Re: SSM's Guard Towers and Turrets
Posted by BlueThen on Wed, 18 Apr 2007 23:08:51 GMT

Can't you change a diff preset's name and model and set it to attack?

Subject: Re: SSM's Guard Towers and Turrets

Posted by JasonKnight on Wed, 18 Apr 2007 23:35:34 GMT

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Whitedragon wrote on Wed, 18 April 2007 17:53You can't add or temp new presets server side. With the exception of spawners.

how come, all your doing is manipulating excisting settings.

cloning them

I add warheads and new weapons all the time. why would this be any different???

I am pretty sure as long as the models are available in the clients always.dat you can. like i said before, i modify and add weapon presets all the time. why would cloning a turrent be any differnt, all settings stay the same, it just give it to GDI and the guard tower to NOD.

there is a different reason, i am pretty sure of it...

Subject: Re: SSM's Guard Towers and Turrets

Posted by Whitedragon on Thu, 19 Apr 2007 01:32:33 GMT

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Because the client doesn't have the new preset in its objects.ddb.

Subject: Re: SSM's Guard Towers and Turrets

Posted by JasonKnight on Thu, 19 Apr 2007 02:50:14 GMT

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Whitedragon wrote on Wed, 18 April 2007 20:32Because the client doesn't have the new preset in its objects.ddb.

ok then.

if i just do the GDI guard tower for GDI why does it not shoot????

they turn but they dont shoot.

Subject: Re: SSM's Guard Towers and Turrets Posted by zunnie on Thu, 19 Apr 2007 12:10:38 GMT

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JasonKnight wrote on Wed, 18 April 2007 22:50Whitedragon wrote on Wed, 18 April 2007 20:32Because the client doesn't have the new preset in its objects.ddb.

ok then,

if i just do the GDI guard tower for GDI why does it not shoot????

they turn but they dont shoot.

Attach the script JFW Base Defense to it under the scripts tab.

Subject: Re: SSM's Guard Towers and Turrets

Posted by JasonKnight on Thu, 19 Apr 2007 23:06:18 GMT

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thats the thing... i did...

wait, do i attach it in the spawned objects area or the mounted weapons area???

Subject: Re: SSM's Guard Towers and Turrets Posted by Zion on Fri, 20 Apr 2007 07:37:52 GMT

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Attach it to the object itself. Double click the object and select the scripts tab.

Subject: Re: SSM's Guard Towers and Turrets

Posted by JasonKnight on Fri, 20 Apr 2007 07:53:41 GMT

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yep, figured it out, thank you everyone for your help..

maybe when I am done I will make a better tutorial for renhelp.net since the ones for this were kinda vauge...