
Subject: Double Buildings... i'm a n00b!
Posted by [R315r4z0r](#) on Wed, 18 Jul 2007 22:18:58 GMT
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I want to make a map with double buildings (2 AGTs/Obs/Silos)

I got the buildings on the map, and changed the prefixes to be unique. And it all exported to Lvledit nicely. Now the silos work nicely, because they don't have interiors... but as for the second AGT and Obelisk there are no interiors.

I made sure that all I did to the prefixes was replace one letter. Like the original prefix for the AGT was "mgagd" I changed it to "mgagt" and I changed the Obelisk from "mnobl" to "mnobk"

I changed all parts, but now they don't have any interiors. I figure it is a problem with visx~ or vis~ but I wasn't sure because in order for building controllers to recognize them as their own building, they need to be unique.. this is where I am confused..

What do I do to make 2 of the same buildings?

Subject: Re: Double Buildings... i'm a n00b!
Posted by [futura83](#) on Wed, 18 Jul 2007 22:26:07 GMT
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change the prefix on the model, like i presume you have, and create new building controllers in the preset list where this change is recognized...

Subject: Re: Double Buildings... i'm a n00b!
Posted by [R315r4z0r](#) on Wed, 18 Jul 2007 22:42:07 GMT
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I know that already, that isn't the problem. The problem is that the interiors of the second buildings don't load!

I walk in the building and the inside is empty, I fall though my map.

Subject: Re: Double Buildings... i'm a n00b!
Posted by [_SSnipe_](#) on Wed, 18 Jul 2007 22:44:04 GMT
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if ur using "tiles" they wont show serverside

Subject: Re: Double Buildings... i'm a n00b!

Posted by [R315r4z0r](#) on Wed, 18 Jul 2007 22:48:06 GMT

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I am exporting a custom map from Gmax -> Lvl editor. I am not making a server side mod.

I will post screen shot shots of the problem once the map finishes exporting.

===

EDIT:

Here, this is the problem. (Tiles shut off so you can see inside of structure)

First obelisk, no problems:

Second Obelisk, missing interior:

First AGT, No problems:

Second AGT, Missing interior:

Here are the names of the parts:

(first couple were cut off because window was too small, but the prefixes are the same as shown)

AGT:

Ob:

Subject: Re: Double Buildings... i'm a n00b!

Posted by [YSLMuffins](#) on Wed, 18 Jul 2007 23:59:18 GMT

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You made temp presets in Leveledit to match your renamed proxies, right?

Subject: Re: Double Buildings... i'm a n00b!

Posted by [R315r4z0r](#) on Thu, 19 Jul 2007 00:33:02 GMT

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Hmm.. yea.

Ok, I would like to take this time to quote the thread title:

"Double Buildings...i'm a n00b!"

Thx YSLMuffins, I can't believe I didn't think to do that <_<

I got it working now.

Subject: Re: Double Buildings... i'm a n00b!
Posted by [Sn1per74*](#) on Thu, 19 Jul 2007 00:51:32 GMT
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Can you post some more screenies of your map. It looks good so far.

Subject: Re: Double Buildings... i'm a n00b!
Posted by [R315r4z0r](#) on Thu, 19 Jul 2007 01:25:10 GMT
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I can do you one better, would you like to bug test it? Right now I am still in alpha, but I need more people to look for some bugs in the map. So if you would like to just say so and I will PM you the current version.

Subject: Re: Double Buildings... i'm a n00b!
Posted by [Ryu](#) on Thu, 19 Jul 2007 01:28:27 GMT
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Pick me Pick me!

Subject: Re: Double Buildings... i'm a n00b!
Posted by [R315r4z0r](#) on Thu, 19 Jul 2007 01:41:20 GMT
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Ok, Keep an eye on your pm box, I am just fixing a few more things, then I will zip it and send you the current version.

Subject: Re: Double Buildings... i'm a n00b!
Posted by [Sn1per74*](#) on Thu, 19 Jul 2007 03:42:17 GMT
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Ill test it.

Subject: Re: Double Buildings... i'm a n00b!
Posted by [TSS888](#) on Thu, 19 Jul 2007 06:56:05 GMT
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Can I test it too?

Subject: Re: Double Buildings... i'm a n00b!
Posted by [R315r4z0r](#) on Thu, 19 Jul 2007 18:16:20 GMT
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sure check your PM box.

But you are going to be the last one, because including the people who tested here and from other places, I got enough information to make the next build. Check your, PM box I will send it to you.

Subject: Re: Double Buildings... i'm a n00b!
Posted by [TSS888](#) on Fri, 20 Jul 2007 07:16:09 GMT
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Ok. Thanks.

Subject: Re: Double Buildings... i'm a n00b!
Posted by [crazfulla](#) on Fri, 20 Jul 2007 15:15:07 GMT
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Let me test yours and I'll let you test mine...

(see attachment)

File Attachments

1) [dunes01.JPG](#), downloaded 186 times

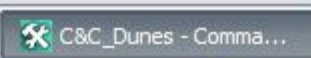
C&C_Dunes - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



Objectives Hits: 0
Map Screen Hits: 0
Menu Screen Hits: 0

Ready



Subject: Re: Double Buildings... i'm a n00b!
Posted by [R315r4z0r](#) on Fri, 20 Jul 2007 16:57:11 GMT
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How about this, I'll let you test it, but the next build. Because I already have enough info for the current build, and I am now fixing what people reported. Next version I will send to you.

Subject: Re: Double Buildings... i'm a n00b!
Posted by [crazfulla](#) on Fri, 20 Jul 2007 17:20:33 GMT
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lol k. Mine isn't even ready for testing yet ^_^

Subject: Re: Double Buildings... i'm a n00b!
Posted by [Sn1per74*](#) on Fri, 20 Jul 2007 18:20:04 GMT
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Is that map for you Renegade 1942 craz?

Subject: Re: Double Buildings... i'm a n00b!
Posted by [R315r4z0r](#) on Fri, 20 Jul 2007 23:14:15 GMT
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Ok, I'm bringing this thread's moved topic back to my original post..

If you remember, in my original post, I said I got the Silos working... well opps, I made a mistake that made it look like they were working, and when I went to correct it, the second silo doesn't even appear any more.

I am having the exact same problem that I was having with the missing interiors of the Ob and AGT. Since I fixed those 2 thanks to YSLMuffins, I attempted to fix the silos the same way... except, to my surprise, I cannot fix it the same way because there are no presets for Multiplayer silo aggregates.

..so I am in a bit of a problem here.. how can I make 2 unique silos appear on the map at the same time?!

Subject: Re: Double Buildings... i'm a n00b!
Posted by [Veyrdite](#) on Sat, 21 Jul 2007 01:26:32 GMT
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my guess is you need to group the aggregates with the group having the prefix name.

Subject: Re: Double Buildings... i'm a n00b!
Posted by [R315r4z0r](#) on Sat, 21 Jul 2007 02:12:51 GMT
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I thought grouping was just something that made life in gmax easier.. I didn't think it had anything to do with actual functions of structures and stuff..

I'll try it.

Subject: Re: Double Buildings... i'm a n00b!
Posted by [Ryu](#) on Sat, 21 Jul 2007 02:22:40 GMT
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That map is so awesome on so meny degree's.

It's beauty on a ugly form (If you can relate to what I'm saying. :p), You may even think you're in another game... ;-)

When this map is released some servers should host it, It's perfect for AOW, Especially big servers. :-)

Subject: Re: Double Buildings... i'm a n00b!
Posted by [R315r4z0r](#) on Sat, 21 Jul 2007 02:41:54 GMT
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Thx

I'm going to go start a new thread about this map so this thread isn't confusing. I think I am done with double buildings.

I am going to lose one of the silos, so there is only 1 on each team. And give each team a repair pad.

Subject: Re: Double Buildings... i'm a n00b!
Posted by [Sn1per74*](#) on Sat, 21 Jul 2007 02:42:15 GMT
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Alex wrote on Fri, 20 July 2007 21:22 That map is so awesome on so meny degree's.

It's beauty on a ugly form (If you can relate to what I'm saying.), You may even think you're in another game...

When this map is released some servers should host it, It's perfect for AOW, Especially big servers.

Indeed, it's a VERY VERY nice map.

Subject: Re: Double Buildings... i'm a n00b!

Posted by [crazfulla](#) on Sat, 21 Jul 2007 08:16:08 GMT

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Sn1per74* wrote on Fri, 20 July 2007 13:20Is that map for you Renegade 1942 craz?
NO, it is for normal renegade. Though it does incorporate vatiuous R1942 assets.
