Subject: LevelEdit Final Steps
Posted by Vibrostranger on Mon, 20 Apr 2009 19:40:53 GMT
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yea, i finished with the terrain part decided to not use silos...

Anyways, my AGT and Obelisk arent working, it shows the name, but doesnt fire at enemys, i followed the tutorials on how/ where to put the little blue houses, but still no luck :-/

Then my stupid Harvester wont follow my waypath to the tiberium area i planned out. Harvy keeps bumping into buildings and walls.. do i have the correct path? i used Vehicle waypath innate

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Subject: Re: LevelEdit Final Steps
Posted by LR01 on Tue, 21 Apr 2009 17:37:44 GMT
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do you have the old LE? and if so, did you putted the scripts in the LE map?

Subject: Re: LevelEdit Final Steps
Posted by Vibrostranger on Wed, 22 Apr 2009 01:51:07 GMT
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not sure if its the old or new... but what scripts you talking about? do i take scripts.DLL from renegades folder and make a NEW folder in my maps folder and call it scripts? would i have the steps right? -->
My comp--> C:--> program files--> renegadepublic tools--> leveledit-->my map...

Subject: Re: LevelEdit Final Steps
Posted by The Party on Wed, 22 Apr 2009 19:43:56 GMT
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Actually the reason why it is not shooting at people and the harvester crashes is because of the waypaths. You did not Generate Sectors for the path find try that and then come tell us what happen.

Here are the help sites for refrence:

Harvseter Pathfinding - http://renegadehelp.net/index.php?act=tutorial&id=6170

The General Steps to do in LE - http://renhelp.net/index.php?mod=Tutorials&action=view&id=25