Subject: Walls Remake
Posted by Generalcamo on Sun, 09 Jan 2011 13:55:54 GMT
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Hello Everyone. Gmax work can be hard at times, mainly when you don't know how to work it when you get it to level editor. (IE the textures don't show, the buildings are wrong, tiles don't work, etc) So I decided to remake walls flying to have more features, and I will probably move down the list as I go. Some features:

Already in place:
Larger Interiors
Seperation of Weapon factory and Helipad Build menus
SSM Launcher and Recon Bike addon
New Orca and Apache models
Thanks to some scripts by the Red Alert: A Path Beyond Team, Air defences fire at air only, ground defences fire at the ground only, and certain defences will go offline when the power is out

Needs to be implemented:
Need Single Player Models of Turret, and SAM site (This is going to take some work, I want the sam site to deploy to fire, if I can't get it to work, then I will release the map with the turret only)
Must Finish Remaining Interiors

Now what do I ask from you? Only two things:
Scripts 3.4.4
And a HUD.ini with the following:

[General]
NewUnpurchaseableLogic=true
VehicleBuildingDisable=true

This is all I ask from you. The level is almost finished, I will probably release a beta this week.

Subject: Re: Walls Remake
Posted by Generalcamo on Sun, 09 Jan 2011 17:30:33 GMT
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And I messed up. I am going to need to restart the map, but this time I have a start, using westwood source.

Subject: Re: Walls Remake
Posted by Spyder on Mon, 10 Jan 2011 09:18:57 GMT
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Generalcamo wrote on Sun, 09 January 2011 18:30And I messed up.

I lol'd when I noticed that you posted this only 3 hours after topic creation

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Subject: Re: Walls Remake
Posted by Generalcamo on Mon, 10 Jan 2011 23:33:34 GMT
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Yeah, I found the fault in the presets, but it's fixed now. The only other problem is actually getting level edit to DELETE THE STUPID INTERIORS.

Subject: Re: Walls Remake
Posted by Jerad2142 on Wed, 12 Jan 2011 08:49:18 GMT
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If they're proxied in they'll be recreated every time you load the level.

Subject: Re: Walls Remake
Posted by Generalcamo on Thu, 13 Jan 2011 11:36:10 GMT
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Arghh.... I wish I had the Gmax source

Anyway, I don't have the walls Gmax, but I DO have the hourglass gmax.

All Gmax work is done (Aside from the messed up Nod Power Plant Agregate, you can blame westwood for that), and I am now in level edit.

Subject: Re: Walls Remake
Posted by Generalcamo on Thu, 13 Jan 2011 12:58:31 GMT
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I have now found out how to work the MDB expanded vehicle scripts, A poll is being posted.

Stupid forum software does not do proper polls

Would you like a vehicle limit?

Would you like it to be seperate for both teams?

Ground Vehicle Limit?

Air Vehicle Limit?

Support Vehicle limit? (Transport helicopter falls in here)

You server owners can configure it on release, so larger servers can have a larger vehicle limit.