Subject: Nod Obelisk Firing Two Beams

Posted by Lozy 5686 on Tuo, 26 Mar 2013 03:01:

Posted by Lazy5686 on Tue, 26 Mar 2013 02:01:30 GMT

View Forum Message <> Reply to Message

I have a feeling this has to do with a duplicate being created by LevelRedit, I could only find one building controller however and deleting it had no effect. Any ideas?

Subject: Re: Nod Obelisk Firing Two Beams

Posted by Gen_Blacky on Tue, 26 Mar 2013 02:28:39 GMT

View Forum Message <> Reply to Message

I remember having that problem before with LevelRedit.

Check the instances in either buildings or tiles.

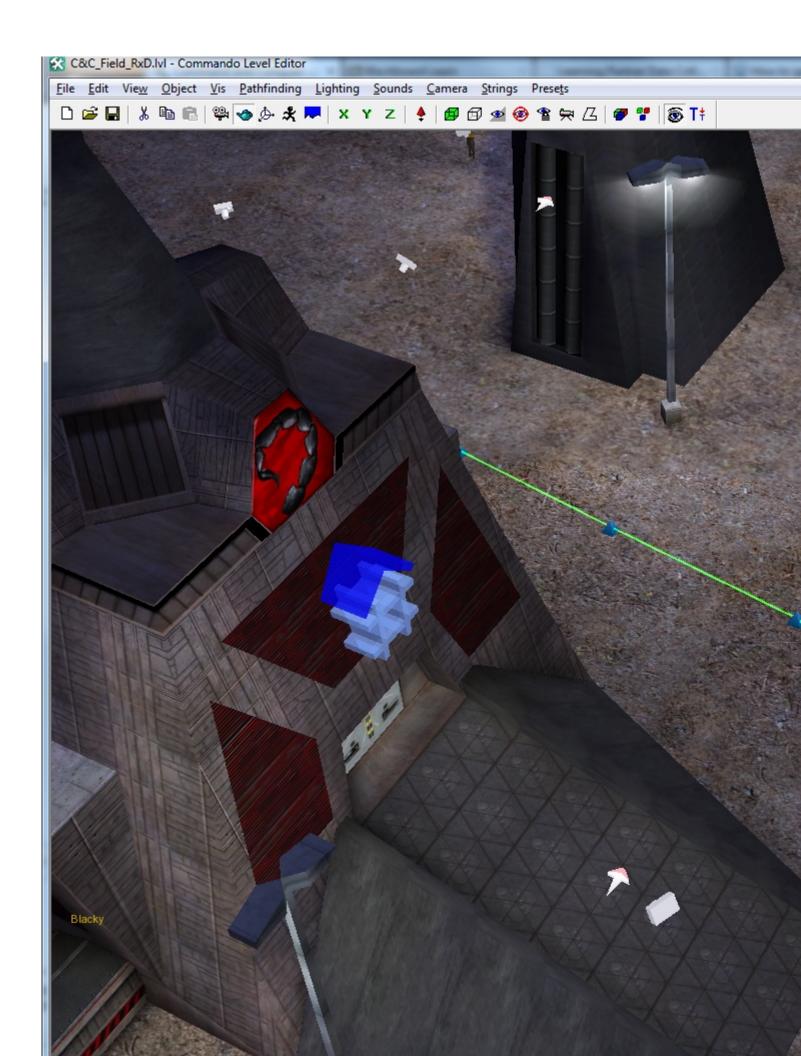
LevelRedit seems to load building arrogates in tiles making duplicates sometimes.

File Attachments

1) blah.jpg, downloaded 421 times

Page 1 of 4 ---- Generated from

Command and Conquer: Renegade Official Forums



Subject: Re: Nod Obelisk Firing Two Beams

Posted by Lazy5686 on Tue, 26 Mar 2013 15:12:34 GMT

View Forum Message <> Reply to Message

I can only find one entry and that's in Buildings. It also happens to be the one I tried deleting.

EDIT: The map I'm messing with is Alpine if that helps.

Subject: Re: Nod Obelisk Firing Two Beams

Posted by iRANian on Tue, 26 Mar 2013 16:02:12 GMT

View Forum Message <> Reply to Message

What happens if you remove the Obelisk building controller? IIRC what I did was removing the Obelisk building controller and re-adding it.

Subject: Re: Nod Obelisk Firing Two Beams

Posted by Lazy5686 on Tue, 26 Mar 2013 17:03:21 GMT

View Forum Message <> Reply to Message

After deleting the building controller and creating a new one the Obelisk now fires 3 beams.

One of which appears to be from over the spot the new controller was created even though I moved it afterwards.

Subject: Re: Nod Obelisk Firing Two Beams

Posted by iRANian on Tue, 26 Mar 2013 17:15:56 GMT

View Forum Message <> Reply to Message

and with no building controller? lol

Subject: Re: Nod Obelisk Firing Two Beams

Posted by Lazy5686 on Tue, 26 Mar 2013 19:46:36 GMT

View Forum Message <> Reply to Message

With no building controller it still acts like a building and still shoots me twice.

Subject: Re: Nod Obelisk Firing Two Beams

Posted by iRANian on Tue, 26 Mar 2013 20:28:47 GMT

View Forum Message <> Reply to Message

When before it was three times, or is this on a new map?

Subject: Re: Nod Obelisk Firing Two Beams Posted by Gen_Blacky on Tue, 26 Mar 2013 20:57:04 GMT

View Forum Message <> Reply to Message

post a fresh copy of the levelredit conversion.

C&C_Apline.lvl or what ever map it is.

Subject: Re: Nod Obelisk Firing Two Beams

Posted by Lazy5686 on Tue, 26 Mar 2013 21:54:24 GMT

View Forum Message <> Reply to Message

File Attachments

1) C&C_Alpine.lvl, downloaded 145 times

Subject: Re: Nod Obelisk Firing Two Beams

Posted by Gen_Blacky on Tue, 26 Mar 2013 22:18:47 GMT

View Forum Message <> Reply to Message

Works correctly for me.

Just generated path finding and the usual stuff.

File Attachments

1) C&C_Alpine.zip, downloaded 146 times

Subject: Re: Nod Obelisk Firing Two Beams

Posted by Lazy5686 on Wed, 27 Mar 2013 01:25:07 GMT

View Forum Message <> Reply to Message

I have no idea what I was doing to generate the second beam but thank you.