Subject: mgagd_ag_2 Fix
Posted by Gen_Blacky on Mon, 10 Nov 2014 06:48:02 GMT
View Forum Message <> Reply to Message

I fixed the floating damage decal for the multiplayer AGT.
The reason It is floating like that is because that was where the elevator for the agt was in the original buildings like seen in M00_Tutorial.
I just moved it against the wall for a fix for the stock mp agt.

You can place mgagd_ag_2.w3d in your data folder to use this fix.

If you want to use it in your new map use mgagd_ag_2_mp.w3d. Then make your agt building load it in gmax/3dsmax. Then in le make a aggregate tile for it.

File Attachments
1) mgagd_ag_2_mpfix.zip, downloaded 221 times

Subject: Re: mgagd_ag_2 Fix
Posted by jonwil on Mon, 10 Nov 2014 10:21:09 GMT
View Forum Message <> Reply to Message

Note however that servers using the TT anti-cheat will block you for having this file unless they add it to the allowed files for the anti-cheat.

Subject: Re: mgagd_ag_2 Fix
Posted by Gen_Blacky on Mon, 10 Nov 2014 17:40:18 GMT
View Forum Message <> Reply to Message

Yea server owners can allow it if they want.
Intended for use in new maps.
It was bothering me to have that thing floating there haha.

Subject: Re: mgagd_ag_2 Fix
Posted by dblaney1 on Tue, 11 Nov 2014 00:25:25 GMT
View Forum Message <> Reply to Message

Gen_Blacky wrote on Mon, 10 November 2014 10:40Yea server owners can allow it if they want.
Intended for use in new maps.
It was bothering me to have that thing floating there haha.

I will this file to our anti cheat hashes so it can be used on our server.

Subject: Re: mgagd_ag_2 Fix
Posted by Aircraftkiller on Tue, 11 Nov 2014 03:39:19 GMT
View Forum Message <> Reply to Message

12 years too late, GJ

Subject: Re: mgagd_ag_2 Fix
Posted by Gen_Blacky on Tue, 11 Nov 2014 04:22:07 GMT
View Forum Message <> Reply to Message

Aircraftkiller wrote on Mon, 10 November 2014 20:3912 years too late, GJ

I know right lol