**Subject: Can't kill all Nod buildings, Need some help.**
Posted by Ingrownlip on Wed, 16 Apr 2003 03:33:47 GMT
View Forum Message <> Reply to Message

Something is very strange. All the buildings are dead and the game doesn't end. (And yes, I've got the option checked) I've deleted all the data files except for the .lvl file. Removed all the Nod buildings. Deleted all data from anything. And to no success. I've had this problem before, but I don't remember how I fixed it. If anyone's got any tips, it would be much appreciated.

---

**Subject: Can't kill all Nod buildings, Need some help.**
Posted by Captkurt on Wed, 16 Apr 2003 03:37:53 GMT
View Forum Message <> Reply to Message

Simplist thing is to get Renhelp and go down the list of things to do and make sure you've done them all. hard to understand exactly what your saying.

 You can get Renhelp from here: http://forums.renevo.com/ultimatebb.cgi?ubb=forum&f=12

---

**Subject: Can't kill all Nod buildings, Need some help.**
Posted by Ingrownlip on Wed, 16 Apr 2003 03:42:19 GMT
View Forum Message <> Reply to Message

There is some data being collected or that is still inside my .mix/.pkg that says I have a Nod building.

Sometimes it's the Obelisk or sometimes I can't even tell which building is left.

---

**Subject: Can't kill all Nod buildings, Need some help.**
Posted by Madtone on Wed, 16 Apr 2003 03:45:37 GMT
View Forum Message <> Reply to Message

maybe you have accidentally put a building aggertate somewhere and haven't added it to a building??? maybe try and find it, if not then i dunno!

---

**Subject: Can't kill all Nod buildings, Need some help.**
Posted by Cpo64 on Wed, 16 Apr 2003 04:45:03 GMT
View Forum Message <> Reply to Message

My only guess is that there is a building controler floating around somewere

---

Subject: Can't kill all Nod buildings, Need some help.
Posted by laeubi on Wed, 16 Apr 2003 06:56:10 GMT
View Forum Message <> Reply to Message

goto the instances Tab in COmamdo and the to Buildings
There you find all created bulding controllers, you can use delete-goto-view to delte all building
contollers, then recreate them and be carefull not to cretate 2 contollers for one building.

---

Subject: Can't kill all Nod buildings, Need some help.
Posted by Ingrownlip on Wed, 16 Apr 2003 07:06:20 GMT
View Forum Message <> Reply to Message

Nah, thanks for the help guys but I did all that already.

I finally got it working by using "Save As...",  Deleting all previous info/files, and then removing
every building controller.  Testing the map so there aren't any buildings.  (There were two still for
GDI and 1 for Nod)  Doing the "Save as..." again and then FINALLY they disappeared!

I'm really stumped on what caused this.  But it's working now so I guess thanks for trying to help.

---