Subject: Repair Pads
Posted by OrcaPilot26 on Thu, 15 May 2003 23:54:56 GMT
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Does anyone have the correct repair pads from buildings.zip, as I seem to have lost them and don't have time to re-download the whole file.

Subject: Repair Pads
Posted by Skier222 on Fri, 16 May 2003 00:49:15 GMT
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i did not think they were in the buildings.zip file

Subject: Repair Pads
Posted by Captkurt on Fri, 16 May 2003 02:38:35 GMT
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Skier222i did not think they were in the buildings.zip file

 I might, but I have to do some digging through some cd's to see, give me a little time, maybe even by tomorrow, I can get them to you.

Subject: Repair Pads
Posted by laeubi on Fri, 16 May 2003 05:56:01 GMT
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I can upload them for you, I'm currently @school so ya have to wait until I'm back home

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Subject: Repair Pads
Posted by xpontius on Fri, 16 May 2003 16:55:53 GMT
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I got repair pads in my .zip but can anyone help me with a duplication error on the nod pad. I'd put pads in my maps but the dup error screws up renX. "There is another object by that name and this is probably due to it having more than 16 characters" ...I think thats how it said it.

Subject: Repair Pads
Posted by laeubi on Fri, 16 May 2003 18:35:47 GMT
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It means: there are 2 Objects with the same name or 2 obejcts.
Rename one object but not use more then 16 chars.

Subject: Repair Pads
Posted by General Havoc on Fri, 16 May 2003 18:39:02 GMT
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Just rename the objects that make up the repair pad. The best thing to do is to make them as a seperate gmax file then merge them into your map. The meshes MUST be have the same prefix or it won't work in game with a building controller. By default "MN(text)^" for Nod and "MG(text)^" for GDI, noting that the "^" tells the game that the mesh is part of the buildings exterior. After you have named the meshes with the correct prefixes save the file as something like "mnrepair.gmax" and the other one as "mgrepair.gmax" then use the "merge" function of RenX to get the buildings onto the map. When in commando check that you have set the prefix settings on the controllers to get them to work.

_General Havoc

Subject: Re: Repair Pads
Posted by Captkurt on Sat, 17 May 2003 03:55:57 GMT
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OrcaPilot26Does anyone have the correct repair pads from buildings.zip, as I seem to have lost them and don't have time to re-download the whole file.

You prob. already have it by now, like I said, it might be later for me, well later is now, I have it if you still need it.