Subject: How to properly set up your Repair Facilities.
Posted by Anonymous on Mon, 04 Nov 2002 18:07:00 GMT
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Alright, the reason why you're not doing it properly - you're using the wrong pads and the wrong effects.First, open your pad you want to use. Yes, I realize there are like six pad versions. Go to this directory - C&C Mode - GDI - MGREP - Pat_FX - REP^GDI_Pad.gmax or REP^Nod_Pad.gmax. Both are the correct file versions. Put them into your map wherever you want them. Open the C&C Mode - GDI - MGREP - MGREP_AG_1.gmax or C&C Mode - Nod - MNREP - MNREP_AG_1.gmax and export the W3Ds unaltered. Export them to your base mod folder as mgrep_ag_1.w3d or mnnrep_ag_1.w3d, respectively. Export as an animated model.Go into LevelEdit after placing everything properly in your map. Go to Objects - Script Zones - C&C Mode - Vehicle_Repair. Take the box; make it about half the size of the corresponding Repair Facility, keep it centered inside it. Leave it there. The reason you keep it smaller instead of surrounding the facility is so that only one vehicle may be repaired at a time, as per Tiberian Dawn. Make a temporary preset off of the corresponding Repair Facility controller. Call it GDI_Repair_Pad or something similar. Set its health to 250-300. Set its destruction points to 250. Set the point ratio to .200. Go to the very bottom, change the repair speed to 20 (Tiberian Dawn rules.ini.) and add the proper strings from the GEN tab. It should be "Warning - GDI Repair Facility under attack.", then "GDI Repair Facility under attack.", then "GDI Repair Facility destroyed." for both teams. A string ending in EVAG is for GDI, a string ending in EVAN is for Nod. Apply them the right way.Place the building controller directly in the center of the repair zone. After doing that, you're finished with the repair pads. If they still don't work, come back and explain what you did and what isn't working.