
Subject: AI for MP (UPDATED)

Posted by [Anonymous](#) on Wed, 03 Jul 2002 01:15:00 GMT

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Well after i did this i just felt stupid I too was in desperate want of the interiors for the standard buildings from the SP missions, then it hit me, when i export a mod, or level the w3d's are in the map....well why wouldn't they be in the game presets then... because something prevents them from loading...they ARE in the .mix, .dat, files, i have successfully loaded (no aggregates, pt's, doors, elevators) the weapon factory interior from the SP missions just load up XCC Mixer and start doing some finds i did this in the find box*int*.w3d and i found them, you will have to do some work to get it right, and you WILL have to take TIME to line up everything, but you can do it :0 here is a screen shot of the GDI Weapon Factory with the expanded interior **note i did add the elevator, a door, and a GDI_DOOR_BLOCKER

http://www.renegademods.info/users/Dante/WPN_Interiors.JPG just copy paste into a browser's address bar if you have any questions, i will be online on July 3, from 8am-2pm PCT (GMT + 7 or then maybe later that night Enjoy my new find Dante
