Subject: Re: C&C_Epocilation Posted by R315r4z0r on Sat, 21 Jul 2007 22:36:20 GMT View Forum Message <> Reply to Message

It is set up so that your able to group up and turn the corner of the cliff in order to be hit by the single base defense. If your team is stupid, they would use the road and drive directly between the 2.

This is how it is set:



EDIT:

Alright, the next alpha is progressing nicely, I added in lighting for some of the street lights and neon glow for the Tiberium fields.. except now, I have hit a snag.

Somehow, beyond my knowledge, all the textures that were reported missing and were fixed PLUS more have magically stopped appearing. This isn't much of a problem, I will just re-add them into the level's directory.

The main problem I am having now is with the smoke emitters scattered around the map. I used to just have normal emitters (Dummy Object) that gave out the smoke, but that is a problem because that sort of emitter will only work on the host's computer when played multiplayer. So I was working on a way to attach the emitter to an object and throw the object in the map.

But something odd has happened now, just as mysteriously as the textures vanished, the emitters stopped working! I figured since I was going to replace them anyway, I should delete them. So I deleted them, created the object that is supposed to release the smoke... but it doesn't work <_< and I don't know why...

I had another model that released smoke for another level, I took that model, renamed the emitter, and then tried that.. and THAT doesn't work... I made sure that the emitter was located in my level directory.. but I don't get why it isn't emitting smoke...

I even tried creating a new object from scratch following the Tutorials at Renhelp.com but still no success...

If anyone knows another way to attach an emitter to an object in gmax and have it emit in game, help would be appreciated

EDIT DOS:

I just viewed the object that emits the smoke in the W3D Viewer.. and it apparently works there... I'll go re-add it to IvI editor and try it again..

EDIT THRISE:

Holy razor is a n00b. I just managed to glare at the bottom of the screen.. IvI edit says: "TimeManager::Update: warning, frame 4151 was slow (32915 ms) Attempting to load: F:\Program Files\RenegadePublicTools\LevelEdit\C&C_Epocilation\levels\EMITTER.W3D FAILED TO FIND ANIM IN AnimCollisionManagerClass::Internal_Set_Animation("EMITTER.EMITTER") Targa: Failed to open file "grey3.tga" TimeManager::Update: warning, frame 4617 was slow (39562 ms) TimeManager::Update: warning, frame 4618 was slow (5005 ms) TimeManager::Update: warning, frame 4620 was slow (13913 ms) TimeManager::Update: warning, frame 4621 was slow (5238 ms)"

Meaning.. that the texture problem I said I was having above.. is the same problem I am having with the emitter <_<