Subject: Re: resource manager question
Posted by robbyke on Fri, 08 Jun 2012 17:02:12 GMT

he is almost totally right

ive been trying to get extra object and models into ddb

so i have nicer looking stuff on all maps

FIRST i wanted to try that with the mix package but that wont work

NOW i am trying to "mod" all my maps so they contain those objects (and therefor also the players) so i can use them in my scripts and objects building

PS:

i have temped the objects but my whole map* is just missing i think i do something wrong when i reconvert from LE to mix

*there is no ground/buildings etc just the open LE sky

ive added a rar file of my nr X tryout

didnt delete everything exept editorcache,levels and scripts yet

i no longer understand why it wont work

File Attachments
1) C&C_City_Flying.rar, downloaded 101 times