
Subject: Re: Building Proxys

Posted by [Gen_Blacky](#) on Tue, 08 Jan 2013 01:31:00 GMT

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Mauler wrote on Mon, 07 January 2013 17:27 you could use those but the files missing a lot of important parts!

the door blocks for vehicles! - unless you want vehicles inside your structures or infantry running up the refineries, power plants
the proper vis the exterior and fixes to certain common errors
the ramps!

trust me that file is no good!

Yea you should use the ones I posted they have vehicle blockers, vis planes, and proxies, ect. The gmax version of the buildings has almost all buildings silos, temple of nod, helipads, rep pads, com centers, construction yards, ect.

To use the ramps you just merge the flying parts into your gmax\max scene and use the snap tool to place the ramps, blockers in their correct position.

Mauler wrote on Sun, 06 January 2013 20:20 Took a quick look the files are in Max and Gmax, includes vis, blockers, pt zones, spawners.. based on the files, they would seem to work as expected.. didn't have time to test it, but this looks like the file you need c0vert

Blacky you mind me posting this to our download section over @ MPF?

EDIT: Tested it, it works.. 2 issues, the Nod Refinery flying vehicle blocker near the piston and above the harvy dump zone needs to be hidden, the nod obelisk spawner near the MCT gets stuck, you might need to adjust the proxies a bit more.. other than that it works.. PT zones are fine, all spawners except the ones mentioned are fine

Would you want to fix any issues? I don't have much time as of right now.

Maybe make a separate version for the ramps so people don't have to merge it into their scene and get them into the right position.

I will try and find all the damage animations, new emitters if any for all the extra buildings.
