Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 13:11:00 GMT
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The concrete has been removed, download the file Choppers.zipWell I increased the size of the Nod Heli-Pad based on the model included with always.dat. Here is the original: And here are shots of the one I made: I added the MP Nod Helicopter building controller to it, but when I go ingame the heli-pad's name does not come up, and I cannot destroy it. Does anybody know how to fix this?[May 08, 2002: Message edited by: Bumpaneer][May 09, 2002: Message edited by: Bumpaneer]

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 13:14:00 GMT
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don't have a cleu, nice model dough

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 13:15:00 GMT
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First, how did you resize it?Second, I'm starting to believe that WS disabled those Helipad controllers.I just use them as landing areas, nothing more.

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 13:16:00 GMT
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I didn't just resize it, I remodeled it in Renx, its not that difficult of an object, so I figured I'd give it a try (modelling is not my forte).

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 13:16:00 GMT
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It's something to do with your naming of the .w3d file. In order for it to work with the object controller try making sure the object controller is linked to the created .w3d file.I bet if you extracted the .w3d file of the helicopter pad you could use it in Commando.But good replica!

Subject: Nod & GDI Heli-Pads

Posted by **Anonymous** on Wed, 08 May 2002 13:18:00 GMT
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The first pic is of the extracted pad, its too small. So I remodeled it, and made sure to name the parts the same as the original (checked the names in w3d viewer). Any other suggestions?

Subject: Nod & GDI Heli-Pads
Posted by **Anonymous** on Wed, 08 May 2002 13:20:00 GMT
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quote:Originally posted by Ingrownlip:It's something to do with your naming of the .w3d file. In order for it to work with the object controller try making sure the object controller is linked to the created .w3d file.I bet if you extracted the .w3d file of the helicopter pad you could use it in Commando.But good replica!I already tried and I couldn't find it in always.dat, I tried using something similar and it wouldn't show up except as invisible.

Subject: Nod & GDI Heli-Pads
Posted by **Anonymous** on Wed, 08 May 2002 13:23:00 GMT
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Maybe if you made your own controller and use a different name?Similar to making your own building?Maybe WW deactivated the scripts/etc... for that name.....?

Subject: Nod & GDI Heli-Pads
Posted by **Anonymous** on Wed, 08 May 2002 13:28:00 GMT
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Whoops, Ingrownlip got it, it was the naming. I named it the same as the other model, but that's not the name the controller was looking for. Everything works now, thanks all.

Subject: Nod & GDI Heli-Pads
Posted by **Anonymous** on Wed, 08 May 2002 13:31:00 GMT
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quote:Originally posted by Bumpaneer:Whoops, Ingrownlip got it, it was the naming. I named it the same as the other model, but that's not the name the controller was looking for. Everything works now, thanks all.Wait a second dude, I need your help! What do I rename the Helipad I'm using to? I'm using the encyclopedia Nod Helipad to do this, do I have to rename the .w3d file or something?

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 13:36:00 GMT
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So you looked at the controller and named your model to what it was listed as?

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 13:38:00 GMT
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Maybe you could write a script so the pad shoots in-range friendly aircraft with a souped-up repair gun?

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 13:41:00 GMT
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quote:Originally posted by aircraftkiller2001:Wait a second dude, I need your help! What do I rename the Helipad I'm using to? I'm using the encyclopedia Nod Helipad to do this, do I have to rename the .w3d file or something?Where does one find this encyclopedia thing that everyone is referring to?

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 13:42:00 GMT
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Aircraft, your gunna have to edit the controller since you can't edit the .w3d. I believe the prefix you should tell the controller to use is Heli. Good luck.

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 13:45:00 GMT
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The encyclopedia file is the first screenshot I posted, the small one. Its found in always.dat Its name is enc_nhel.w3d

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Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 13:46:00 GMT
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Yeah Stone I named the meshes after the prefix the controller was looking for.

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 13:48:00 GMT
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Cool-- another chunk of the puzzle.....Thanks!

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 13:49:00 GMT
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quote:Originally posted by Bumpaneer:Yeah Stone I named the meshes after the prefix the controller was looking for.Can you e-mail that .w3d file to me, so I can try it out on my map and make it operational?If I could use the .gmax file too, I could see about making a GDI version so that both sides have Helipads now...I'd really appreciate you giving me those files, and of course, all due credit will be given to you in the readme file for my map.

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 13:52:00 GMT
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Give me a little bit longer with them, I am goin to go ahead and make the GDI version.

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 13:53:00 GMT
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quote:Originally posted by Bumpaneer:Give me a little bit longer with them, I am goin to go ahead and make the GDI version.D4mn straight, dude! How long do you think it will take? A few minutes or so? I've gotta get these suckers up soon... Helipads would add a whole new dimension to the flying version of my map.

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 13:58:00 GMT
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Does the helipad load up the air units? or is it just a decoration?

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 13:58:00 GMT
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Just decoration.

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 14:00:00 GMT
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I wonder if we can make a way to have a particular unit spring up on location there? That must be farther on in the modding abilities.

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 14:05:00 GMT
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I've been playing with stuff -- but havent stumbled on that --however - i saw when you make the nod airstrip i.e. - it puts all kinds of w3d files in -- i wonder if they are used for spawn generation at a paticular location - and if so - how can you customize that...More puzzles.... Lol

---

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 14:07:00 GMT
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I bet it's like the animated stuff where you have to say create an object... Like you make a car using Ctrl+P from the object and designating it to create stuff. But then how would you tell Renegade to look for that in the menu or etc....the puzzle gets larger.

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 14:08:00 GMT
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Got an idea.Make a new controller. Copy the air units ONLY for the controller. Replace things for the Helipad as necessary...Then, HOPEFULLY, the aircraft will spawn at the Helipad.

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 14:14:00 GMT
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hmmm- you might be on to something --- excellent test --- will have to try it....!

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 14:14:00 GMT
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quote:Originally posted by aircraftkiller2001:Got an idea.Make a new controller. Copy the air units ONLY for the controller. Replace things for the Helipad as necessary...Then, HOPEFULLY, the aircraft will spawn at the Helipad.   I bet that would work! How can we make it so the vehicles spawn there? Is that an option in the controller?

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 14:19:00 GMT
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Would it work if the vehicles came from the c-130 (airstrip) and the aircraft from the heli-pad? Just to simplfy things?--Shaun--

---

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 14:20:00 GMT
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Or maybe you could make two cars for the vehicle distributor building. Like have two cars so when the air units are selected they go to the other car?!Otherwise you'd have to add another selection in the PT menu for purchasing air units. Is there any good helipad pics?

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 14:24:00 GMT
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Hey Bumpaneer, how about an update on those Helipads? Are they going to be released tonight? I neeeeeeeeeeeeeed them d00d!!!

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 15:14:00 GMT
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I wonder if there is way to edit the scripts file to see if it is possible to make air units appear there. I belivieve if you use a aircraft waypoint you can make it fly onto the helipad...

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 15:19:00 GMT

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 15:21:00 GMT

Try creating one of those aircraft waypoints to land on the airstrip! would that work?

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 15:27:00 GMT

Sorry, had to go eat, just got the GDI one updated, gotta test it out ingame, if it works I'll post some screen shots from Level Edit so you can tell me what you think.

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 15:30:00 GMT

quote:Originally posted by Bumpaneer:Sorry, had to go eat, just got the GDI one updated, gotta test it out ingame, if it works I'll post some screen shots from Level Edit so you can tell me what you think.j00 going to give them out tonight? I don't care if it works or not lol, I neeeeeeeeeeeeeeeeeeeeeeeeed them!!!

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 15:52:00 GMT

quote:Originally posted by aircraftkiller2001:First, how did you resize it?Second, I'm starting to believe that WS disabled those Helipad controllers.I just use them as landing areas, nothing more.nope, they work, i got them to work in a sp o mp map i made, but it had very week armor, where one bullet shot would blow it up. I forget exactlly how i placed it, but it was in the center part where the logo is.

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 15:56:00 GMT

One bullet shot doesn't blow mine up, works just like any other building.

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 16:02:00 GMT
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quote:Originally posted by Bumpaneer:One bullet shot doesn't blow mine up, works just like any other building.GDI one working now? Sorry to bug you like this, but I really, really need these Helipads on my map...   Bumpaneer, do you have AIM or some kind of messanger? Need to talk with ya...[May 08, 2002: Message edited by: aircraftkiller2001]

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 16:03:00 GMT
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Yeah I have AIM, screenname Bumpaneer. Here is a shot of the GDI Heli-Pad. Yes they are all working. I don't have anywhere to host them.

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 16:04:00 GMT
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just make the helipad a prerequesite for the aircraft....makeable?

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 16:17:00 GMT
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aircraftkiller2001 helped me out big time. Pads are now available for download at Choppers.zip

---

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 16:25:00 GMT
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hey how do u get w3d files into gmax?i am trying so hard right now to figure it out but it doesn't seem i can

---

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 16:26:00 GMT
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You can't, as I said, I remodeled them, not resized them.

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 16:26:00 GMT
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how do I make this mod appear on mod package after I put it in data folder.

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 16:27:00 GMT
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This is not a mod, its only buildings that are available for map-makers. Somebody may wish to use them in a map for a mod.

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 16:37:00 GMT
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Wow -- good work!!AFK must really - really want them LOL ---nice to see the modders here helping each other out....~

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 16:37:00 GMT
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quote:Originally posted by Bumpaneer:aircraftkiller2001 helped me out big time. Pads are now available for download at Choppers.zipHEY! Oh well...So they work with loading the helicopters or are they just buildings still?!

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 16:39:00 GMT
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LOL, I already thanked you Ingrownlip, and gave you 5 stars, so don't complain. They are still buildings, working on fixing that, we'll see if anything comes of it.

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 16:40:00 GMT
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quote:Originally posted by Bumpaneer:LOL, I already thanked you Ingrownlip, and gave you 5 stars, so don't complain. They are still buildings, working on fixing that, we'll see if anything

comes of it.Cool

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 16:43:00 GMT
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I'm playing with the controllers (trying to make my own buildings) -- if i can make something happen to get these things do what we talked about -- i'll let you know...(like spit out air units....)(love these puzzles....!)

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 16:44:00 GMT
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Thanks a bunch.

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 16:47:00 GMT
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hey can u make it as a gmax file not a w3d?

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 16:48:00 GMT
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I could, but why do you need the .gmax file?

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 16:50:00 GMT
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Excellent job, I about read this in the mesh files, from the cnc renegade mod tools instructions. looks like this for exterior and interior <meshprefix>^<unique mesh name>. w3d meshs must be 16 characters or less. when a bullet hits the interior or exterior it's assigned to the meshs. I can't even get my gmax to work, good luck finishing it.   chrisshelton71@hotmail.com

---

Subject: Nod & GDI Heli-Pads

Posted by Anonymous on Wed, 08 May 2002 17:10:00 GMT

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It seems to be an all or nothing kinda thing. I made a new controller and only put the Apache and Daves Arrow (not sure what this does) in as dependencies. Everything I build spawns from the Heli-Pad though.

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 17:12:00 GMT

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I noticed that when i import the w3d into the level editor - it says in the scroll that it cant find an "anim" (animation) for it --- hmmmm i wonder what that does...havent found anything else -- still looking...

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 17:17:00 GMT

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Why don't you use like a parachute or something and have the heli land on the pad? Also, is this in a certain map you made? or is it just for editor?--------------------------!Kill to live, and live to Kill!Thats what the world should be like.

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 17:21:00 GMT

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The files are for editor, they can be used in maps.

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 17:56:00 GMT

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Cool.Love the pads.Can you re-do them so that they dont have that piece of cement underneath?

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 18:54:00 GMT

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give us trhe gmax because that is the only way for us to add them in our maps the real way.the other ways are bad ways.

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 19:02:00 GMT
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It doesn't make a difference whether we have the .w3d files or .gmax files! Good Job Bump!Are these the way the helicopter pads looked in TD?

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 19:03:00 GMT
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it does because u can't import w3d models in the ren xu need gmax file

---

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 19:35:00 GMT
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You can import them into Level Edit, so you don't need the gmax. Sure I can do them without the concrete, the official ones had the concrete so I included it.

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 20:14:00 GMT
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Its been updated. The GDI logo has been made a little clearer, and the concrete was taken away as per request. Make sure to delete the old gdi_heli.tga and .dds files, otherwise the logo will look all messed up.

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 22:35:00 GMT
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link?

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 22:50:00 GMT
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look but.for people that want to make the thing as a "building" it needs to be a terrianand terrian are made from gmax levels

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Wed, 08 May 2002 23:04:00 GMT
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Ummm, I have gathered as much info as I can from this post, and I still have not figured it out... someone want to post some real instructions here or IM me at Russell_Ziegler@hotmail.com?

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Thu, 09 May 2002 06:07:00 GMT
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No buzzer, you don't need it to be a terrrain. In fact its already in Level Edit, under tiles, it just can't find the model. So I made the model, and gave it the same name. So you don't even have to add anything to Level Edit. Just place these in your mod folder, with the .tga in the Editor Cache folder. Then goto Tiles->Multiplay Building Aggregates->GDI Heli-Pad->Mghel and click make. Oh and the link is in the first post, as well as somewhere in the middle.[May 09, 2002: Message edited by: Bumpaneer]

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Thu, 09 May 2002 08:54:00 GMT
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Figured what out Apache?

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Thu, 09 May 2002 11:51:00 GMT
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Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Thu, 09 May 2002 14:30:00 GMT
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Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Thu, 09 May 2002 15:29:00 GMT
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Ummm, Whaddya think? How exactly do you get the FREAKING buildings to be reconized by the

game!?!? I spent NINE HOURS trying to get it to work!

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Thu, 09 May 2002 15:32:00 GMT
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Did you add a controller to it? Maybe if you were a bit more specific with your problem I could help.

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Thu, 09 May 2002 15:33:00 GMT
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quote:Originally posted by Mega Sigma:Maybe you could write a script so the pad shoots in-range friendly aircraft with a souped-up repair gun?That's a great idea for a repair facility.Maybe another building could be made that repairs vehicles, too.

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Thu, 09 May 2002 15:47:00 GMT
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You know what, ACK is an amazing modder, he got my helipads up within 1 minute....

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Thu, 09 May 2002 15:51:00 GMT
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BTW, sorry for being such an idiot, I was getting really frusterated over those buildings, I just did not get what you said at first on how to implement them, I am gonna write a small tutorial on how to add them right away

---

Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Thu, 09 May 2002 17:24:00 GMT
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Ok, thanks.

Subject: Nod & GDI Heli-Pads

Posted by Anonymous on Fri, 10 May 2002 05:48:00 GMT
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Subject: Nod & GDI Heli-Pads
Posted by Anonymous on Sat, 11 May 2002 11:59:00 GMT
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