Subject: One Final Question
Posted by Burn on Wed, 15 Dec 2004 20:48:37 GMT
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Sorry I've been asking a lot of questions lately guys. I'm just new at this and I'm quite inexperienced.

I'm done with my map completely, except for one more thing. My construction yard has smoke and sparks coming out of it, and the PCT is all red, as if it's destroyed, even though it's not.

The file I used to make my construction yard was gdi_con_yard and gdi_con_int.

Everything else works terrific except for this little problem. It's kinda silly to see the building smoking and sparking with a destroyed looking PCT when the building isn't even destroyed.

Does anyone know what I can do to get rid of this or know how to do it?

Thanks again, for the last time, I promise.

Subject: One Final Question
Posted by WNxCABAL on Wed, 15 Dec 2004 20:54:46 GMT
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get it from http://www.cnc-source.com/files/pafiledb.php?action=file&id=434

Subject: One Final Question
Posted by Burn on Wed, 15 Dec 2004 21:01:42 GMT
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Exactly what I was looking for!

Thanks a lot.

Subject: One Final Question
Posted by Aircraftkiller on Wed, 15 Dec 2004 23:14:38 GMT
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I wouldn't use that. SGTMay has no idea of what he's doing. The problem is that you're using the wrong version of the Construction Yard. If I remember correctly, you're using the SP version - guess where it shows up? Mission one, in a destroyed state. I don't think the artists created a live aggregrate for the structure when it only appeared as destroyed in-game.

You need to go into the C&C Mode folder and drag out the Construction Yard files for each team. If you want, I can provide you a real base template that's got a lot of my own custom additions to it

that are in most of my older levels, including better textures on all structures that reflect graphical superiority to the original Renegade buildings.

Subject: One Final Question
Posted by Burn on Wed, 15 Dec 2004 23:28:54 GMT
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Yes, I just noticed when I tested my map again with the new construction yard files, it was still burning and smoking.

I had a good feeling that building was from the first level.

And yes, I'd be glad to use some of your newer (better) buildings. Do you want to send them via e-mail, aim, or what?

Subject: One Final Question
Posted by Aircraftkiller on Wed, 15 Dec 2004 23:50:51 GMT
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I'll get them put up on Planet C&C soon. I'll need you to e-mail me about it though, otherwise I'll forget.

aircraftkiller@cncgames.com

Help me by helping yourself... thanks!

Subject: One Final Question
Posted by jonwil on Thu, 16 Dec 2004 01:24:22 GMT
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Do you have a similar template for the old 2-story buildings? (as seen on FieldTS etc)

Subject: One Final Question
Posted by Burn on Thu, 16 Dec 2004 02:07:23 GMT
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Thanks Aircraft, I appreciate it.

I also noticed that when I add the interior to my building (such as mgpwr_int), and I play it in the game, there seems to be "static" and graphical "noise" all over the textures, and it flickers gray and white spots really fast. Arg.....

Subject: One Final Question
Posted by YSLMuffins on Thu, 16 Dec 2004 02:24:14 GMT
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You've got overlapping meshes it sounds like. You don't have a duplicate bone do you?

Subject: One Final Question
Posted by Burn on Thu, 16 Dec 2004 02:37:10 GMT
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Ack, nevermind, found the problem.