Subject: Cloning problems... Greg? Anyone?
Posted by Anonymous on Tue, 08 Oct 2002 16:23:00 GMT
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I keep coming across this cloning problem. I am making many street signs in my map. I clone the sign as a group, then open it up so I can change the face of the sign for different signs. Then in lvl editor a part of the sign, such as the post does not show up. This happens after the third or fourth clone. So, then I try to clone the parts separate without using groups. I keep getting the same problem. After so many clones, something does not show up in lvl editor. It is there in renX, but not lvl editor. Has anyone else had this problem? I have used cloning many times in 3DSMax and it renders fine, but this renX to lvl editor is losing something. GRRRR!!!!   [October 08, 2002, 17:11: Message edited by: steggyd]

Subject: Cloning problems... Greg? Anyone?
Posted by Anonymous on Tue, 08 Oct 2002 20:53:00 GMT
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Either noone around here clones, or noone knows. Mmmmmm....

Subject: Cloning problems... Greg? Anyone?
Posted by Anonymous on Tue, 08 Oct 2002 21:37:00 GMT
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quote:Originally posted by steggyd:Either noone around here clones, or noone knows. Mmmmmm....   Nobody knows.

Subject: Cloning problems... Greg? Anyone?
Posted by Anonymous on Tue, 08 Oct 2002 22:01:00 GMT
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If you clone an object the W3D properties don't get attributed to it.

Subject: Cloning problems... Greg? Anyone?
Posted by Anonymous on Tue, 08 Oct 2002 22:14:00 GMT
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quote:Originally posted by Ingrownlip:If you clone an object the W3D properties don't get attributed to it.Which properties do you mean? I set the collision options as I clone them.

Subject: Cloning problems... Greg? Anyone?

Posted by **Anonymous** on Wed, 09 Oct 2002 02:09:00 GMT
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also....watch your log screen on the bottom of the commando editor.....look especially for same name collisions.....this might also be the problemb.....but the w3d attributes thing was the first thing to pop into my head too.Eric.

Subject: Cloning problems... Greg? Anyone?
Posted by **Anonymous** on Wed, 09 Oct 2002 02:13:00 GMT
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if your object names are longer than 13 characters the editor will only read the first 13...i think i understand that correctly.....if you have multiple objects with the same name and a different suffix you need to keep the surname short or it will cause same name object collisions.Eric.

Subject: Cloning problems... Greg? Anyone?
Posted by **Anonymous** on Wed, 09 Oct 2002 11:23:00 GMT
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As others have pointed out, you might have problems with name collisions or the w3d options. Another thing to consider is making one lamp-post tile and placing lots of instances in the editor. This will be more efficient. Here's a trick in LevelEdit: select something and start dragging it around while holding the left mouse button. click the right mouse button while you're dragging and you will leave behind copies of whatever you have selected (even if it is a bunch of objects). This makes it really easy to place a lot of stuffgreg

Subject: Cloning problems... Greg? Anyone?
Posted by **Anonymous** on Wed, 09 Oct 2002 11:49:00 GMT
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I have had the same Problem...and teh best way is you select all the cloned Objects and the go to the W3D settings there is a boy named Assingn Node Names. Select this and type in th first editbox a name and deselct the Pres/suffix boxes an let the assign Collison on. This will take affekt, that all you obejct will be named nameNNNwhere name is the typed name and teh NNN a upcountig number. an the best: all willget the same an correct collison settings.By teh way If y have generated Vis Sectors and cahcnege something in the levrls W3D file y must regenerate ist or set some maual vispoint ther werre the new Objects must be.Sorry cos of my bad language

Subject: Cloning problems... Greg? Anyone?
Posted by **Anonymous** on Wed, 09 Oct 2002 12:19:00 GMT
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Well it sounds like the geometery option might not be checked. So select Transform Bone and Export Geometery. (Or whatever the two boxes are at the top of the W3D Tool Export - As I don't have the program with me.)

Subject: Cloning problems... Greg? Anyone?
Posted by Anonymous on Wed, 09 Oct 2002 13:40:00 GMT
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Cool, thanks for all the help people. I do not have a chance to look at it today due to a night class, but I will check it out tomorrow and see what helps.

Subject: Cloning problems... Greg? Anyone?
Posted by Anonymous on Wed, 09 Oct 2002 16:03:00 GMT
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quote:Originally posted by Hjelstrom:Here's a trick in LevelEdit: select something and start dragging it around while holding the left mouse button. click the right mouse button while you're dragging and you will leave behind copies of whatever you have selected (even if it is a bunch of objects). This makes it really easy to place a lot of stuffgreg ! That is sweeet! WOW! That is one nice trick!   Is there anymore of those little tricks?!

Subject: Cloning problems... Greg? Anyone?
Posted by Anonymous on Fri, 11 Oct 2002 13:57:00 GMT
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quote:Originally posted by SGT.May:if your object names are longer than 13 characters the editor will only read the first 13...i think i understand that correctly.....if you have multiple objects with the same name and a different suffix you need to keep the surname short or it will cause same name object collisions.Eric.Thx, SGT.May. That was the problem right there. The names of my objects were getting to be a little too long.

Subject: Cloning problems... Greg? Anyone?
Posted by Anonymous on Sat, 12 Oct 2002 02:53:00 GMT
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no prob steggyd....been there myself a couple times.....glad to help.   Eric.