
Subject: mission maps

Posted by [obelisk70](#) on Sat, 09 Apr 2005 19:02:46 GMT

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When you edit an existing map like m03 to play online is it possible to add presets and have them work? I tried it but i could'nt get it to work

Subject: mission maps

Posted by [danpaul88](#) on Sat, 09 Apr 2005 19:43:02 GMT

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if ur leaving it as a .mix map u dnt add the presets, you temp them

Subject: mission maps

Posted by [obelisk70](#) on Mon, 11 Apr 2005 00:40:00 GMT

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How can i change the presets and have them work online

Subject: mission maps

Posted by [Cpo64](#) on Mon, 11 Apr 2005 00:49:55 GMT

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the same way you cheet, sept your hosting the game, this can cause all the other players to have the 0 bug, and I don't recommend it.

Subject: Re: mission maps

Posted by [ghostSWT](#) on Mon, 11 Apr 2005 04:05:28 GMT

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obelisk70When you edit an existing map like m03 to play online is it possible to add presets and have them work?

when you say presets what exactly do you mean? as in bots and pt's and vehicle/weapon spawns? then yes, you can. plz explain what presets you are talking about, not everything is controlled server side.

As for the 0 bug, get SSAOW scripts and that will take care of the server side cause for the 0 bug.

Subject: mission maps

Posted by [obelisk70](#) on Mon, 11 Apr 2005 13:06:47 GMT

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ya i mean just objects like the pts, weapons, vehicles anything under objects. I know there is a way to add spawners and change the presets i just not to sure how.

Subject: mission maps

Posted by [obelisk70](#) on Tue, 12 Apr 2005 22:38:50 GMT

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I must have done something rong

Subject: mission maps

Posted by [bisen11](#) on Wed, 13 Apr 2005 13:09:55 GMT

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You can do it without a server side and still add stuff, but its much suckier that way. The computer controlled stuff doesnt seem to work when you do it the way im thinking of :/.

Subject: mission maps

Posted by [Cat998](#) on Wed, 13 Apr 2005 14:34:12 GMT

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Join [U-E-S] Sniperzone on WOL Europe, we added some nice objects on field and islands serverside

Subject: mission maps

Posted by [xptek](#) on Wed, 13 Apr 2005 21:49:07 GMT

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I seriously hope you're not adding these via leveledit.

Subject: mission maps

Posted by [obelisk70](#) on Wed, 13 Apr 2005 22:06:48 GMT

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Well i was trying to add them using leveledit but it didi'nt work thats why i am wondering how. I am using it on serverside. Is there a tutorial for this or something.

Subject: mission maps
Posted by [Cat998](#) on Thu, 14 Apr 2005 13:33:25 GMT
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xptekl seriously hope you're not adding these via leveledit.

Could you explain why ?

Subject: mission maps
Posted by [ghostSWT](#) on Thu, 14 Apr 2005 18:36:23 GMT
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you can add almost any object to any map with a moded scripts.dll and some pbjects to maps with lvl edit

Subject: mission maps
Posted by [bisen11](#) on Thu, 14 Apr 2005 20:11:16 GMT
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xptekl seriously hope you're not adding these via leveledit.

You can do that, you just can't temp or add or mod any presets. That's the way im thinking of. Well... you probably could, but you would probably have to use and objects.ddb along with it.

Subject: mission maps
Posted by [Cat998](#) on Thu, 14 Apr 2005 20:43:07 GMT
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I added some objects via lsd and ldd files.

Subject: mission maps
Posted by [xptek](#) on Sun, 17 Apr 2005 20:05:51 GMT
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Horrible idea.

Just take awhile to do it all with scripts.dll. It'll help you in the long run.

Subject: mission maps
Posted by [Cat998](#) on Sun, 17 Apr 2005 20:18:50 GMT

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How do you turn objects in scripts.dll ?

Subject: mission maps

Posted by [xptek](#) on Sun, 17 Apr 2005 23:38:15 GMT

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set_facing
