Subject: OK, How do I get the Repair working correctly
Posted by Anonymous on Sun, 03 Nov 2002 17:19:00 GMT
View Forum Message <> Reply to Message

I need to know which of the buildings pack files I needed to make the repair pad with all the damage aggregates. currently I am using just the pad itself withou the aggregates, when I add the building controller it dosnt give me a Healthbar or EVA alert, or repair. I added the repair scriptzone and the controllers, Nods only repairs Nod and GDI only repairs GDI. But no Healthbar or EVA or aggregates or anything. Whats all the GMAX files I needed and how do I get it working right?

Subject: OK, How do I get the Repair working correctly
Posted by Anonymous on Sun, 03 Nov 2002 17:32:00 GMT
View Forum Message <> Reply to Message

someone should fix it up like the buildings setup westwood released, so yah dont have to go through the trouble.

Subject: OK, How do I get the Repair working correctly
Posted by Anonymous on Sun, 03 Nov 2002 17:36:00 GMT
View Forum Message <> Reply to Message

Yeah, thats what I mean. If I knew which aggregate files I was supposed to use and how to add/merge them into one GMAX file, i would.If I dont find out then I will have to take the time to play for 3 hours with them and figure it all out. Unless someone already knows.(ACK)

Subject: OK, How do I get the Repair working correctly
Posted by Anonymous on Sun, 03 Nov 2002 18:08:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by garth8422:Yeah, thats what I mean. If I knew which aggregate files I was supposed to use and how to add/merge them into one GMAX file, i would.If I dont find out then I will have to take the time to play for 3 hours with them and figure it all out. Unless someone already knows.(ACK)After I read the first message I was simply going to reply with the fixed files, but when I read the last post I just decided to let Ack come and answer it.

Subject: OK, How do I get the Repair working correctly
Posted by Anonymous on Sun, 03 Nov 2002 18:35:00 GMT
View Forum Message <> Reply to Message

Since the building terrain doesn't have proxies, you'll have to place the aggregates yourself. Also, you'll need to setup the aggregates' damage animation settings as well. You'll also have to clone a

temp of the building controller with the corresponding EVA announcements if you want them to work right. I haven't actually used Westwood's repair pads, but this is what I assume you'll have to do.

Subject: OK, How do I get the Repair working correctly
Posted by Anonymous on Sun, 03 Nov 2002 20:56:00 GMT
View Forum Message <> Reply to Message

Yeah, I kind of figured I would have to clone the Bldg controller and add the appropriate settings.oh and big help Andre,(U must not like ACK) what happen to Renegademods.info? Was my favorite forum. Its too bad U have to punish me because U dont like ACK. I know He used the repair pads before, thats why I asked.and its you, not U. LOL [November 03, 2002, 21:04: Message edited by: garth8422]

Subject: OK, How do I get the Repair working correctly
Posted by Anonymous on Sun, 03 Nov 2002 21:59:00 GMT
View Forum Message <> Reply to Message

OK I have the Health stuff working and I need to know what the Strings are for the Damage reports and Destroy reports. What are the EVA strings? (or none for repair pad?)

Subject: OK, How do I get the Repair working correctly
Posted by Anonymous on Sun, 03 Nov 2002 22:40:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by garth8422:OK I have the Health stuff working and I need to know what the Strings are for the Damage reports and Destroy reports. What are the EVA strings? (or none for repair pad?)Here you go:(Note: The teams mentioned by the sounds are what you would hear if you were on that team. So for Nod's Repair Pad, under GDI Attacked. This is what you would hear if Nod's Repair Pad was attacked, and you were on team GDI.)For Nod's Repair Pad, use: GDI Attacked - IDS_M00BNRF_TDFE0002|1EVAG_TXT   Nod Attacked - IDS_M00BNRF_TDFE0001|1EVAN_TXT   GDI Destroyed - IDS_M00BNRF_KILL0002|1EVAG_TXT   Nod Destroyed - IDS_M00BNRF_KILL0001|1EVAN_TXTFor GDI's Repair Pad, use: GDI Attacked - IDS_M00BGRF_TDFE0001|1EVAG_TXT   Nod Attacked - IDS_M00BGRF_TDFE0002|1EVAN_TXT   GDI Destroyed - IDS_M00BGRF_KILL0001|1EVAG_TXT   Nod Destroyed - IDS_M00BGRF_KILL0002|1EVAN_TXTHope that helps!

Subject: OK, How do I get the Repair working correctly
Posted by Anonymous on Sun, 03 Nov 2002 23:26:00 GMT
View Forum Message <> Reply to Message

I would just put the aggregates in the same .w3dIt seems to work out alright.

Subject: OK, How do I get the Repair working correctly
Posted by Anonymous on Mon, 04 Nov 2002 05:10:00 GMT
View Forum Message <> Reply to Message

Read the bridge tut --it shows how to do aggies and stuff --and edit the strings and make eva talk and ...www.bright.net/~thelair

---

Subject: OK, How do I get the Repair working correctly
Posted by Anonymous on Mon, 04 Nov 2002 07:02:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by garth8422:Yeah, I kind of figured I would have to clone the Bldg controller and add the appropriate settings.oh and big help Andre,(U must not like ACK) what happen to Renegademods.info? Was my favorite forum. Its too bad U have to punish me because U dont like ACK. I know He used the repair pads before, thats why I asked.and its you, not U. LOLIf you use a little of logic about this, I'm not punishing anyone for the people I hate or not. He's just not the only one in this forum that can help.

Subject: OK, How do I get the Repair working correctly
Posted by Anonymous on Mon, 04 Nov 2002 08:01:00 GMT
View Forum Message <> Reply to Message

Thanks V, for the EVA Strings.INGROWNLIP, Thats what Im trying now for the Aggies.(one aggregate was GTR than 16 chars, had to remove 1 letter.)and what script do I use on the BLDG cont. to get it to repair? is it M3_Repair_Eng?

Subject: OK, How do I get the Repair working correctly
Posted by Anonymous on Mon, 04 Nov 2002 09:59:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by garth8422:Thanks V, for the EVA Strings.No problem!

Subject: OK, How do I get the Repair working correctly
Posted by Anonymous on Mon, 04 Nov 2002 11:38:00 GMT
View Forum Message <> Reply to Message

You don't want all the aggies in one file...bad idea. You can't shut them on and off properly if they are all included into one file.~Bumpaneer

Subject: OK, How do I get the Repair working correctly
Posted by Anonymous on Mon, 04 Nov 2002 22:49:00 GMT
View Forum Message <> Reply to Message

FIGURED THAT OUT, it ran them all together. bad move.still need to know about the script. do I use the Repair Scriptzone or add a script to the BLDG CONT.

Subject: OK, How do I get the Repair working correctly
Posted by Anonymous on Mon, 04 Nov 2002 23:26:00 GMT
View Forum Message <> Reply to Message

NM, forget this thread. Aircraftkiller2001 is Ownage, plain and simple!thanks for the Repair Pad Tutorial thread ACK.No thanks to U Andre.