
Subject: Base defenses

Posted by [sycar](#) on Fri, 09 Jun 2006 00:35:46 GMT

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Hi guys, ive modded a fair few maps for my server and the ones without defenses ive modded in guard towers and turrets. However the other day i had to reinstall level edit and i forgot to backup the conv10.cdb file so lost all my temp spawners.

After recreating them and selecting which presets i wanted replaced with what my guard towers/turrets no longer fire. When i say no longer fire, on the guard towers if you stand about half a meter away from them without moving in the end they're fire a shot, but the turrets do nothing. Im using script jfw_base_defense and everything worked fine before.

Any ideas what might be making this happen?

Thanks buffymaniack!

Subject: Re: Base defenses

Posted by [IronWarrior](#) on Fri, 09 Jun 2006 03:47:38 GMT

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buffymaniack wrote on Thu, 08 June 2006 19:35Hi guys, ive modded a fair few maps for my server and the ones without defenses ive modded in guard towers and turrets. However the other day i had to reinstall level edit and i forgot to backup the conv10.cdb file so lost all my temp spawners.

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Any ideas what might be making this happen?

Thanks buffymaniack!

Delete and re-add them, wont take long.

Subject: Re: Base defenses

Posted by [Titan1x77](#) on Fri, 09 Jun 2006 06:04:16 GMT

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Temps20.ddb holds ur temp presets.

and it sounds like you didnt add the scripts2.dll and scripts.dll to a scripts folder in your mod.

but you did say you attached the scripts before, try checking to make sure you have both scripts in there.

Subject: Re: Base defenses

Posted by [sycar](#) on Fri, 09 Jun 2006 09:24:00 GMT

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tried deleting and readding them and still have same problem and both the script files are in my mod folder ive checked. its just really weird.

thanks for your replies!

Subject: Re: Base defenses

Posted by [IronWarrior](#) on Fri, 09 Jun 2006 09:38:13 GMT

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buffymaniack wrote on Fri, 09 June 2006 04:24tried deleting and readding them and still have same problem and both the script files are in my mod folder ive checked. its just really weird.

thanks for your replies!

Replace the scripts for the object with M10_tank_turret then mix it and test it, make sure you mix it right, when you start up your server, soon the map is loaded, gameover it so its going to load twice, then join, see if that works..

Also, I had the same problem last night, some of my gun emplacements wouldnt shoot at me, so I moved them and made sure they were placed right, nice and level with the ground.. they started to work then? weird. but yeah.

Subject: Re: Base defenses

Posted by [sycar](#) on Fri, 09 Jun 2006 20:12:48 GMT

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ok ive placed one exactly flat with the ground and it still doesnt fire, its weird i just can't work out why not. Is there anyway i can just reset iit all and go back or something lol? i just have no idea of how to get it to work.

buffymaniack

Subject: Re: Base defenses

Posted by [IronWarrior](#) on Fri, 09 Jun 2006 20:20:02 GMT

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buffymaniack wrote on Fri, 09 June 2006 15:12ok ive placed one exactly flat with the ground and it still doesnt fire, its weird i just can't work out why not. Is there anyway i can just reset iit all and go back or something lol? i just have no idea of how to get it to work.

buffymaniack

I was taught to make up backs up off .ddb, .ldd, .ltd, and the LE document after every major thing you do, just copy and paste it in the same folder so it adds a number on it.. this way, when you fuck up, you can just load a older copy.

This has saved me alot of time and work, I advise you to do the same...

OH, just relised, is it TEAMED right? like are you player Nod and the turret is TEAM GDI etc`?

Subject: Re: Base defenses
Posted by [sycar](#) on Fri, 09 Jun 2006 20:39:24 GMT
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yes they are teamed lol, and i do keep backups, its just if you notice i had to uninstall level edit and thus deleted all the stuff and forgot to move by backup of those files outside the LE folder lol.

Subject: Re: Base defenses
Posted by [IronWarrior](#) on Fri, 09 Jun 2006 21:38:48 GMT
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buffymaniack wrote on Fri, 09 June 2006 15:39yes they are teamed lol, and i do keep backups, its just if you notice i had to uninstall level edit and thus deleted all the stuff and forgot to move by backup of those files outside the LE folder lol.

AGGGGHHHH, lol, I feel so sorry for you.

Ohwell, you might have to start all over again, I just about completed my map, its 97% done, just gotta fix the errors in some scripts for some objects, then it be ready.

Subject: Re: Base defenses
Posted by [dsaw](#) on Sat, 10 Jun 2006 13:54:28 GMT
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extract (example) c&c_field.ddb from the mixfile, rename it to temps20.ddb and place it in your presets folder.

Subject: Re: Base defenses

Posted by [sycar](#) on Sun, 11 Jun 2006 16:56:16 GMT

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dsaw you are a genius! thanks so much for your help! problems fixed.

buffymaniack
