
Subject: Serverside Problem agian.....

Posted by [piotrkol1](#) on Sat, 08 Jul 2006 03:54:28 GMT

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Well I thought I had gotten rid of the problems I needed to make City & walls flying serverside but I guess I was wrong...Well first lemme tell you what I did: I loaded up the City/Walls level file from westwood, then on the preset tree I went to MP terrain, and went down to City Flying terrain. I "made" all the stuff underthere except for the terrain. Stuff under there were like "flying Includes" - "Ramps" - "flying Collisions" and so forth. So after that I added sams, gun emplacements and all that kinda stuff. Saved the files and then went to test em out in the game. It worked except there are a few problems: 1.)If you dont have the files, the biulding doors do not open/close and you kinda get glitched through em, and I find this kinda annoyin and want it to be perfect 2.)in the objects.db/aow file I changed the M01 Samsite to be a gdi unit except in the game its still on nod! I went back and doubled check it was changed in the file and that the file was in the data folder but it still aint workin! Anyone got any ideas on to fix my problems? Thanks a lot!

Subject: Re: Serverside Problem agian.....

Posted by [IronWarrior](#) on Sat, 08 Jul 2006 04:40:46 GMT

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piotrkol1 wrote on Fri, 07 July 2006 22:54Well I thought I had gotten rid of the problems I needed to make City & walls flying serverside but I guess I was wrong...Well first lemme tell you what I did: I loaded up the City/Walls level file from westwood, then on the preset tree I went to MP terrain, and went down to City Flying terrain. I "made" all the stuff underthere except for the terrain. Stuff under there were like "flying Includes" - "Ramps" - "flying Collisions" and so forth. So after that I added sams, gun emplacements and all that kinda stuff. Saved the files and then went to test em out in the game. It worked except there are a few problems: 1.)If you dont have the files, the biulding doors do not open/close and you kinda get glitched through em, and I find this kinda annoyin and want it to be perfect 2.)in the objects.db/aow file I changed the M01 Samsite to be a gdi unit except in the game its still on nod! I went back and doubled check it was changed in the file and that the file was in the data folder but it still aint workin! Anyone got any ideas on to fix my problems? Thanks a lot!

For the sam sites, did you make sure you gave it the right team`?

Subject: Re: Serverside Problem agian.....

Posted by [piotrkol1](#) on Sat, 08 Jul 2006 04:46:18 GMT

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Ye, in the objects file I changed the M01 samsite to gdi and for nod I used the Quick Turn Samsite in the preset tree. When I go back to look at the objects file, the changes are there. but they don't show up in the game.

Subject: Re: Serverside Problem agian.....
Posted by [LR01](#) on Sat, 08 Jul 2006 08:40:03 GMT
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Well, I made a walls_flying mod serversided by using the normal walls.lvl , cuz I only put the .idd in my date so the terrain didn't get changed
my only prob was that some chars didn't work, some games, and everytime other chars.

Subject: Re: Serverside Problem agian.....
Posted by [sycar](#) on Sat, 08 Jul 2006 09:04:55 GMT
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ive got a copy of walls flying, for serverside use, thats ive modded spawning sams for both sides on. if you want i could email you the .lvl file for it, it would have a few other things on the map but you could delete?

if so give my your email addy
buffymaniack

Subject: Re: Serverside Problem agian.....
Posted by [piotrkol1](#) on Sat, 08 Jul 2006 14:37:23 GMT
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Buffymaniak, how did you make the Walls Flying Level file? So then I can just do the same stuff and make a City Flying Level file. Email me at michaelkol@wi.rr.com. Anyone got any idea on my sam site prolem with the objects file?

Subject: Re: Serverside Problem agian.....
Posted by [piotrkol1](#) on Sun, 09 Jul 2006 05:18:09 GMT
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EHHHHHHHHH???????????

Subject: Re: Serverside Problem agian.....
Posted by [piotrkol1](#) on Sun, 09 Jul 2006 21:29:53 GMT
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You gonna email me or what since no ones replyin I don't want this thread to die and go away if you know what i mean.

Subject: Re: Serverside Problem agian.....
Posted by [IronWarrior](#) on Mon, 10 Jul 2006 00:24:00 GMT
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For the sam sites, I still think in the presets, its got the wrong team.
