Subject: 2 Questions about making maps
Posted by -IC-sniper7 on Wed, 20 Sep 2006 12:16:01 GMT
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1. If i am done making my terrain in RenX, I have exported it as a W3D file. Then i opened the Level Edit, and clicked on Add at the texture list. I give the terrain a name and give the correct path to the terrain at the "m_ModelName" tab. then when i click on Make nothing happens. What am i doing wrong? why wont my terrain appear?

2. How do i (in level edit) connect a waypoint to a bot spawner? so that if it gets spawned, it follows the waypoint.(Example: Soldier gets spawned in the barracks and runs to the field)

If you have an anser to 1 of these ansers then please post it. I would realy apprechiate it

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Subject: Re: 2 Questions about making maps
Posted by LR01 on Wed, 20 Sep 2006 14:41:03 GMT
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1. Did it load? then you must search for your map   (hold alt and press + for better view

2.You need to add a script to you bot, like M03_basepatrol ore JFW_folllow_waypatch

(the texture list? where do you find that? ore do you mean the "terrain" tab, (that is where it should be temped))

Subject: Re: 2 Questions about making maps
Posted by -IC-sniper7 on Wed, 20 Sep 2006 16:35:13 GMT
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Omg i actually said texture list. I meant Terrain tab as you said. And when i clicked Make, nothing happened at all .

And thanks for the anser on Q:2. didnt knew you had to use a script for that.

Subject: Re: 2 Questions about making maps
Posted by Zion on Wed, 20 Sep 2006 17:21:29 GMT
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Make sure the w3d file is in the mods root directory or somewhere in their,

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Subject: Re: 2 Questions about making maps

Posted by -IC-sniper7 on Thu, 21 Sep 2006 12:16:06 GMT
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it is. still nothing.

Edit: OK!! I've re-extracted the map with another name (no spaces) and now it suddenly works so i was the name that was wrong. thanks for the help all.

only 1 more thing about Q2. when i add the follow_waypath script, do I have to add the waypath ID in the script? because i did and it crashes now.

And how do I get textures on my map. I'm doing something wrong because all i get now is a white terrain when i'm trying to add texture.

Subject: Re: 2 Questions about making maps
Posted by Zion on Thu, 21 Sep 2006 14:10:29 GMT
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If you're using custom textures you need to add the .tga/.dds into editor cache in the mods root folder or it will dislay with westwoods dummy.

Make sure you use the the WHOLE waypath ID, not one of the waypoints.

Subject: Re: 2 Questions about making maps
Posted by danpaul88 on Thu, 21 Sep 2006 14:23:55 GMT
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-IC-sniper7 wrote on Thu, 21 September 2006 13:16And how do I get textures on my map. I'm doing something wrong because all i get now is a white terrain when i'm trying to add texture.

Press M in renX to get the materials editor open, and apply your textures. Then (with the mesh still selected) Go to Modifiers -> UVW Coordinates -> UVW Map. This will add a new item to the stack for your mesh, so on the right you can apply the options 'Box' and set height, width, length etc to something like 5 (been a while since I did this so play around with different values)

Subject: Re: 2 Questions about making maps
Posted by -IC-sniper7 on Thu, 21 Sep 2006 20:15:19 GMT
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Ok Texture problem solved.

Only the waypath thingy remains unsolved

I've entered the script to my GDI Soldier spawner and gave it the correct ID (Waypoint ID and i made shure it was the whole waypoint). Game still crashes

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Subject: Re: 2 Questions about making maps
Posted by R315r4z0r on Thu, 21 Sep 2006 21:46:48 GMT
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waypaths are pesky things..
-You need to first make a waypath.
-Then make the bot.
-Make sure you have Scripts.dll in your mod directory.
-Double click on the bot spawner and go to the scripts tab.
-Click "add" then in the drop down find a waypath script (Ask around... I am not good with that stuff) after you find one, click "ok" FOR NOW.
-Double click on the waypath you want the bot to follow, and look in the box that says "ID."
Remember that number.
-Now close that, and open up your bot's stuff again (Double click on bot)
-Go back to scripts, click on the script that is there, and then click "modify" where it says "Waypathid" type in the number that was in the Waypath.

In game your bot should follow that path.

Subject: Re: 2 Questions about making maps
Posted by LR01 on Fri, 22 Sep 2006 08:04:07 GMT
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you dont need the script in your mod directory if you use the new LevelEdit

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Subject: Re: 2 Questions about making maps
Posted by -IC-sniper7 on Fri, 22 Sep 2006 13:56:40 GMT
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Game still crashes

Subject: Re: 2 Questions about making maps
Posted by Zion on Fri, 22 Sep 2006 14:56:42 GMT
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Confirm that you are using the latest scripts, that you have a waypath finder (* > Human (can't remember exactally, and i'm on a Mac so no looking it up)) and make sure that the .lsd is contained with the map.