Subject: Problem's in Level Edit.. Posted by Ryu on Sat, 14 Oct 2006 07:51:59 GMT View Forum Message <> Reply to Message

Hey,

When I start level edit, And open C&C_Field.lvl from ftp.westwood.com

I add 2 GDI guard tower's to the map, Anyway when I save the map and put the 3 file's in my data folder to test

non of the Base defence's work ..

That include's Oblisk, AGT, and the 2 Guard tower's and Turret's...

I modded Volcano, And tested AI Bot's and some other Base defence's, Nothing worked...

Then I opened Hourglass.lvl, Saved it..and tested that, same again, No defence's work...

Is this a problem with the .lvl I'm useing?

or a Level Edit problem?

Any help to fix?

Thank's in advance!

Subject: Re: Problem's in Level Edit.. Posted by futura83 on Sat, 14 Oct 2006 08:05:35 GMT View Forum Message <> Reply to Message

try putting only the .ldd and see how that works

Subject: Re: Problem's in Level Edit.. Posted by LR01 on Sat, 14 Oct 2006 11:32:48 GMT View Forum Message <> Reply to Message

What LE are you using? and how did you put the AGT to .lvl?

Subject: Re: Problem's in Level Edit.. Posted by Zion on Sat, 14 Oct 2006 13:22:34 GMT Don't forget to add the JFW_Base_Defence script to the guard towers since they need them.

also, make sure the building controllers are there and done correctly.

Subject: Re: Problem's in Level Edit.. Posted by YSLMuffins on Sat, 14 Oct 2006 20:48:51 GMT View Forum Message <> Reply to Message

Did you include a scripts folder in the directory you're using for level edit when you saved/exported the map?

Subject: Re: Problem's in Level Edit.. Posted by R315r4z0r on Sat, 14 Oct 2006 21:23:16 GMT View Forum Message <> Reply to Message

yea, it sounds like he didn't put a scripts folder.

Just in the level edit directory for the map, where it has 5 folders:

ALWAYS Characters EditorCache Levels Presets

make a new folder called "Scripts" then go into your renegade directory, look for scripts.dll, then copy that into the folder you made. Then export the level and see if it works.

Subject: Re: Problem's in Level Edit.. Posted by Ryu on Sat, 14 Oct 2006 23:28:10 GMT View Forum Message <> Reply to Message

No, This has never happened before, I used the recreational .lvl's from Westwood...

This has never happened to me...And I never bother to re-create the map..

Remember, i'm still noob! lol, I'm not sure how to make AGT+Obi Building controler's so them defence's work, Rofl.

Leme Add the Scripts folder, I thought I already had, IoI, This "could" be the problem.