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Subject: Ob and Agt Controllers gone but they still work?

Posted by [bgkill007](#) on Sun, 31 Dec 2006 11:25:41 GMT

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As the title suggests even though i delete the agt and ob controllers they still work on maps with a power plant in them, and they still appear as normal buildings and stuff and still fire the same way. Is there any way to stop this? Or do u at least know wat is happenin?

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Subject: Re: Ob and Agt Controllers gone but they still work?

Posted by [reborn](#) on Sun, 31 Dec 2006 12:16:01 GMT

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Are you sure the controller still isn't hidden underneath the building?

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Subject: Re: Ob and Agt Controllers gone but they still work?

Posted by [Zion](#) on Sun, 31 Dec 2006 17:29:44 GMT

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Or called using call boxes?

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Subject: Re: Ob and Agt Controllers gone but they still work?

Posted by [bgkill007](#) on Thu, 04 Jan 2007 10:48:12 GMT

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Yeah i had already deleted the building controllers, but wat is this call box stuff u speak of?

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Subject: Re: Ob and Agt Controllers gone but they still work?

Posted by [Zion](#) on Thu, 04 Jan 2007 15:44:39 GMT

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Sometimes boxes are named with special names that every time the map loads it will call for the respective preset in objects.ddb. These can be anything from player spawners and PCT's to turrets and building controllers. Most maps don't include auto controller assignment because they need to be manually positioned with car makers and stuff. But for simple ones like the bar, PP and defense controllers they can be used.

To check you will have to get the w3d file into renx/Max using the w3d importer that's out there.

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Subject: Re: Ob and Agt Controllers gone but they still work?

Posted by [crazfulla](#) on Sat, 06 Jan 2007 00:48:13 GMT

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also known as proxies, if you dont know what they are I doubt you would have put any there. although some downloaded building packs may have them. I only use proxies for PCTs and spawnpoints. Mainly because sometimes i make new temps of the controllers such as silos.

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Subject: Re: Ob and Agt Controllers gone but they still work?

Posted by [bgkill007](#) on Sat, 06 Jan 2007 07:43:46 GMT

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Yes i understand all this but im using the standard .lvl map files such as hourglass and city that come with the le pack that u get off the westwood ftp, so i dont think they come with w3d files that i can access

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Subject: Re: Ob and Agt Controllers gone but they still work?

Posted by [Veyrdite](#) on Sat, 13 Jan 2007 05:59:52 GMT

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export it, then xcc the file

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