Subject: Server side Mod.
Posted by NervHiter on Sun, 04 Feb 2007 21:31:14 GMT
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I have made a few server side mods, but i wish to edit City Flying and walls flying. But they do not come with the multiplayer .lvl edit files, just the walls and City.

Can anyone help me get the walls flying and city flying .lvl edit files?

Subject: Re: Server side Mod.
Posted by zunnie on Sun, 04 Feb 2007 23:02:08 GMT
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In the presetlist select:

Terrain->Levels Multiplayer->C&C_Map_City_0325f->C&C_Map_City 0325f - ramps
"make" it

Same for "flying includes" and "flying collision"

Save the level AS C&C_City_Flying.lvl then you can use the
lsd,ldd (and ddb if you temped spawners) in the City_Flying.mix

[edit] Load C&C_City.lvl and then "make" the above..

Also, reborn created the levelfiles for C&C_FieldTS and C&C_Snow
you can download them here.
When you decide to edit these serverside you cannot replace the lsd file in the mix.

Subject: Re: Server side Mod.
Posted by Theboom69 on Mon, 05 Feb 2007 18:17:27 GMT
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You don't use the .lsd that is only if you make a .pkg outa it.

And make sure you name the level when you save it c&c_city_flying or you will just crash your server.

Subject: Re: Server side Mod.
Posted by JasonKnight on Sat, 21 Apr 2007 23:00:20 GMT
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zunnie wrote on Sun, 04 February 2007 17:02In the presetlist select:

Terrain->Levels Multiplayer->C&C_Map_City_0325f->C&C_Map_City 0325f - ramps
"make" it

Same for "flying includes" and "flying collision"

Save the level AS C&C_City_Flying.lvl then you can use the
lsd,ldd (and ddb if you temped spawners) in the City_Flying.mix

[edit] Load C&C_City.lvl and then "make" the above..

Also, reborn created the levelfiles for C&C_FieldTS and C&C_Snow
you can download them here.
When you decide to edit these serverside you cannot replace the lsd file in the mix.

Dont wanna bring back a dead topic, but its already here...

I followed what was stated. But I have 2 problems.

1. The NOD airstrip waypoints dont work.
2. Unable to purchase flying vehicals, they show up, but they dont spawn.

Subject: Re: Server side Mod.
Posted by Genesis2001 on Sun, 22 Apr 2007 00:21:47 GMT
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I'm not sure the correct name of the zone, but did you put the airstrip landing zone over the airstrip's pad?

(Don't ask where it is, I havent done serverside modding in a while)

Subject: Re: Server side Mod.
Posted by Zion on Sun, 22 Apr 2007 01:07:38 GMT
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Waypaths don't work serverside unless you include the .lsd file, but, sometimes the doors fuck up when that file is included and won't open (you 'lag' through them, because they are open for the server).

Subject: Re: Server side Mod.
Posted by JasonKnight on Sun, 22 Apr 2007 02:14:52 GMT

it all works when its walls, but as soon as I "MAKE" the things under the "terrian" area to turn the map into flying the waypoints dont work, but they ARE still there.

Subject: Re: Server side Mod.
Posted by JasonKnight on Sun, 22 Apr 2007 02:16:27 GMT

JasonKnight wrote on Sat, 21 April 2007 18:00

Dont wanna bring back a dead topic, but its already here...

I followed what was stated. But I have 2 problems.

1. The NOD airstrip waypoints dont work.
2. Unable to purchase flying vehicals, they show up, but they dont spawn.

let me explain #2 a bit more..

the purchase terminal selections for them show up, money is taken away but they do not spawn, they do not show up in the weapons factory, nor does the cargo plane drop them off for NOD.

Subject: Re: Server side Mod.
Posted by Genesis2001 on Sun, 22 Apr 2007 02:16:44 GMT

Merovingian wrote on Sat, 21 April 2007 19:07Waypaths don't work serverside unless you include the .lsd file, but, sometimes the doors fuck up when that file is included and won't open (you 'lag' through them, because they are open for the server).

^^ What he said!

EDIT: >.< DOUBLE POSTER...You posted that second one 2 minutes after the first one...Just hit Edit after you've copied the quoting bb code....

EDIT #2: You need to put a script zone for the vehicles to spawn at....Wait, didn't I say that earlier?

Subject: Re: Server side Mod.
Posted by JasonKnight on Sun, 22 Apr 2007 02:41:35 GMT

MathK1LL wrote on Sat, 21 April 2007 21:16
EDIT #2: You need to put a script zone for the vehicles to spawn at....Wait, didn't I say that earlier?

i dont think you guys are understanding me...

I will post a picture if I have to...

I start with C&C_WALLS.LVL

I add some spawners for the hell of it. Save it, take the objects.ddb and the ldd file and put it into DATA. everything works.

I go into Terrian>Levels - Multiplayer>CNC_Map_Walls 0325f>

and I "MAKE" "Ramps" "flying includes" and "flying collision" following everything that is in the 2nd post of this topic.

But what about the "Includes" and "terrian" things??? what do I do with them?

Save as C&C_Walls_Flying.lvl (ldd and lds are autmatically created)

now, after changing those three things, all waypoints for the airstrip are still there as they where before, and all vehicals except for the flying vehicals build.

I look through the script zones and there is only 1 for "Vehical Contruction" and I am guessing that means all vehicals.

so what am I not understanding? please tell me becuase I dont get what you guys are telling me since they are already there.
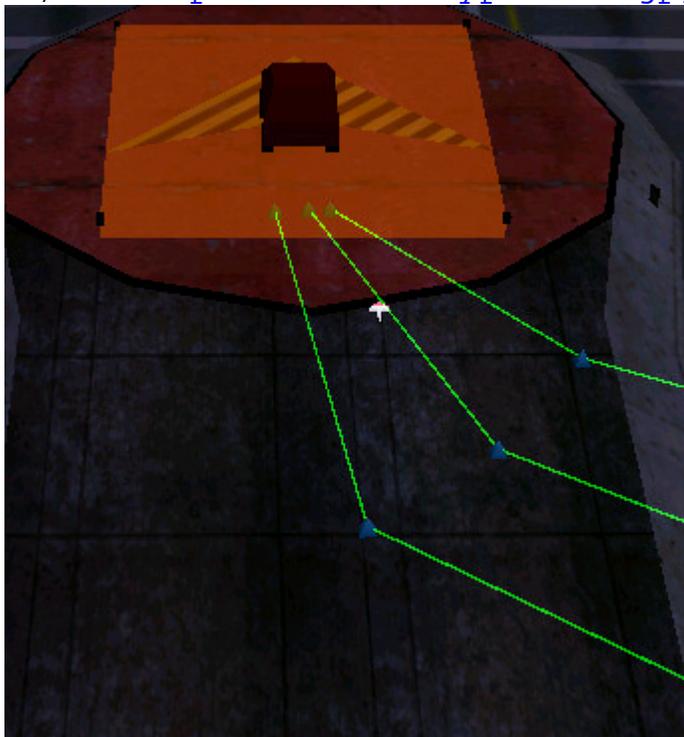
MathK1LL wrote on Sat, 21 April 2007 21:16
EDIT: >.< DOUBLE POSTER...You posted that second one 2 minutes after the first one...Just hit Edit after you've copied the quoting bb code....

and that was uncalled for, everyone does it from time to time simply forgetting about the edit button.

Ohh, here is a picture of the script zone and waypoints.

_____

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File Attachments
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Subject: Re: Server side Mod.
Posted by Genesis2001 on Sun, 22 Apr 2007 02:58:59 GMT
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JasonKnight wrote on Sat, 21 April 2007 20:41MathK1LL wrote on Sat, 21 April 2007 21:16
EDIT: >.< DOUBLE POSTER...You posted that second one 2 minutes after the first one...Just hit
Edit after you've copied the quoting bb code....

and that was uncalled for, everyone does it from time to time simply forgetting about the edit
button.

As for this....Yea..I apoligize..I was a little bit tired when I made that edit and a bit squirmy myself
(We all get that ways sometimes...).

MathK1LL wrote on Sat, 21 April 2007 18:21I havent done serverside modding in a while

I'm going to stop responding because I really dont know wtf you're talking about for the reason
mentioned above....

Subject: Re: Server side Mod.
Posted by JasonKnight on Sun, 22 Apr 2007 03:05:35 GMT
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its ok, I thank you for trying to help

Subject: Re: Server side Mod.
Posted by zunnie on Sun, 22 Apr 2007 09:41:35 GMT
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Merovingian wrote on Sat, 21 April 2007 21:07Waypaths don't work serverside unless you include the .lsd file

Thats not true.
If the waypaths dont work you
1- misplaced the Car thingy
2- the first waypoints are not "dropped to ground" and inside the
vehicle construction zone
3- you didnt place (enough) "Human" pathfind generators.

Waypaths are 100% serverside.

--
If you cant buy flying vehicles, go to "Edit -> Level Settings"
and select "Allow Flying Vehicles".

Subject: Re: Server side Mod.
Posted by Slave on Sun, 22 Apr 2007 11:08:38 GMT
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I 100% get what you mean, but Im afraid I can't help you out with it.

Subject: Re: Server side Mod.
Posted by JasonKnight on Sun, 22 Apr 2007 18:52:36 GMT
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zunnie wrote on Sun, 22 April 2007 04:41Merovingian wrote on Sat, 21 April 2007 21:07Waypaths
don't work serverside unless you include the .lsd file

Thats not true.
If the waypaths dont work you
1- misplaced the Car thingy
2- the first waypoints are not "dropped to ground" and inside the

vehicle construction zone
3- you didnt place (enough) "Human" pathfind generators.

Waypaths are 100% serverside.

--
If you cant buy flying vehicles, go to "Edit -> Level Settings"
and select "Allow Flying Vehicles".

Thanks for the help but I am still having problems and questions.

First problem is the flying vehicals, I know exactly where you want me to go, but when I click on "Edit>Level Settings" LE crashes...

The other is a question. What would change with the transition that would make the waypoints stop working? like i said before, they worked 100% when it was just plain C&C_Walls but when I changed those 3 things to make it flying they then stopped.

sorry i know im a pain, but thanks for all the help everyone.

EDIT:> BTW im having the same problem on City Flying, thats why the following pics are from City Flying.
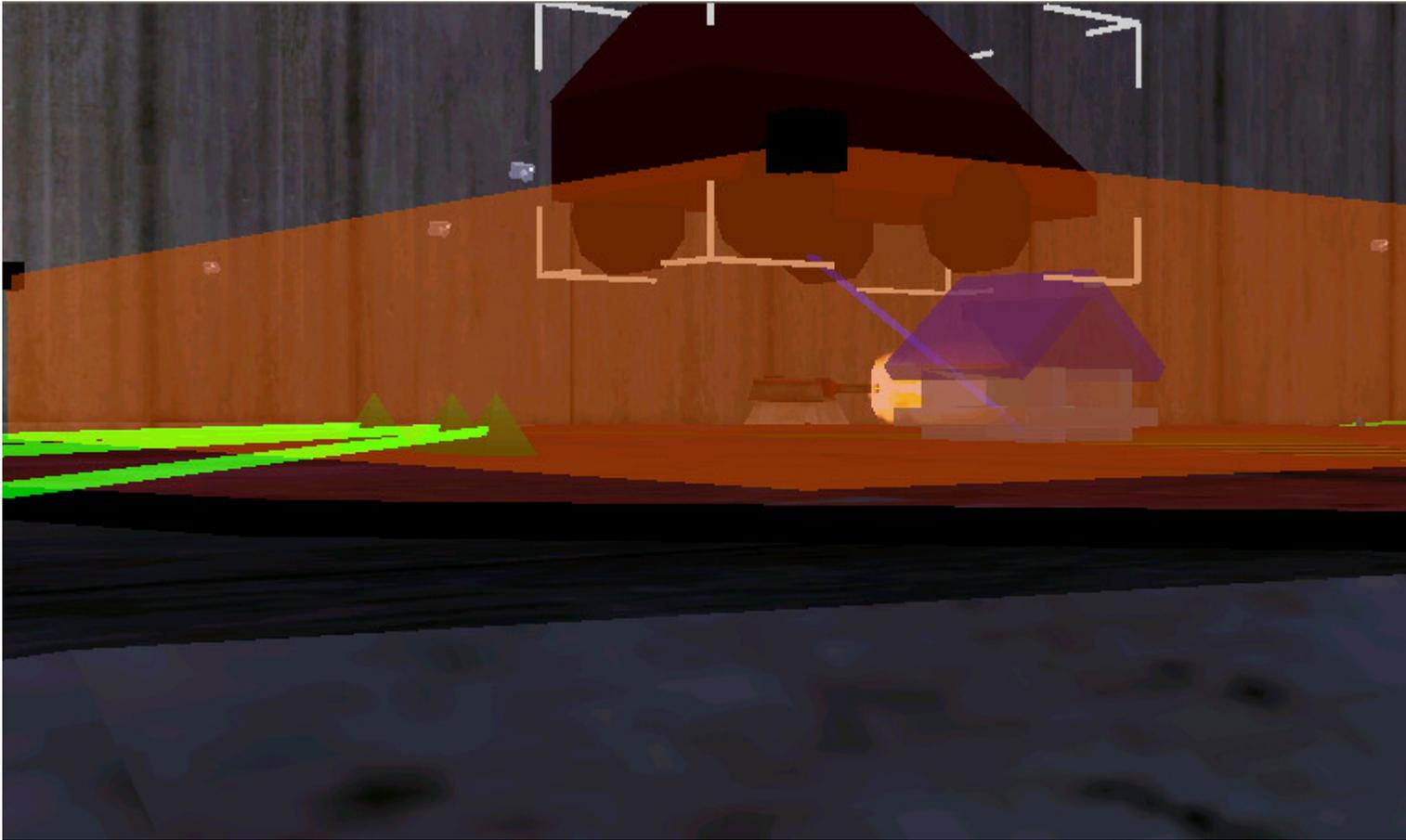
Ok, i took a look at the waypoints a bit closer, basically thinking it was this.

1- misplaced the Car thingy
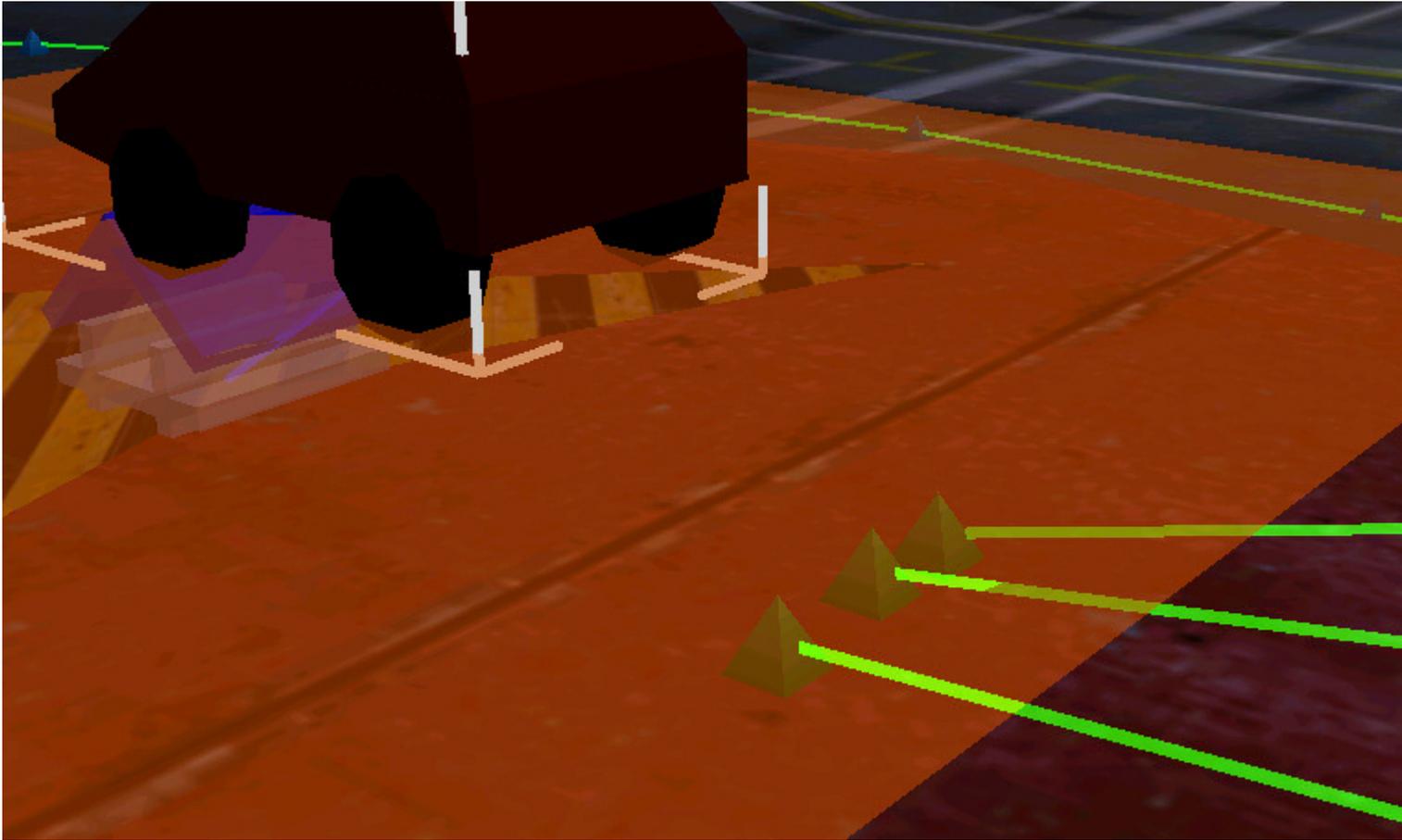2- the first waypoints are not "dropped to ground" and inside the
vehicle construction zone

and I dont see anything wrong, so here are screenys.
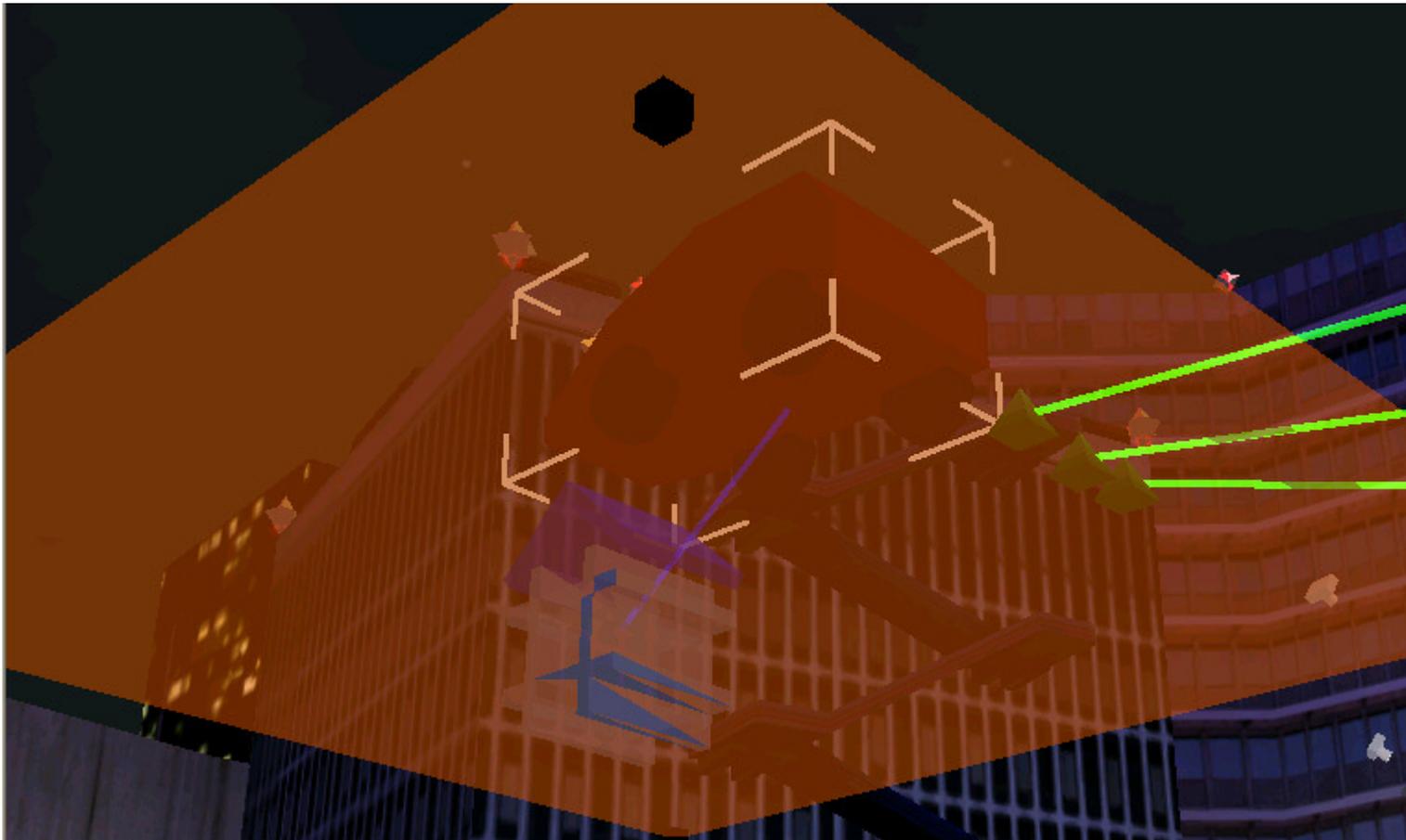
File Attachments
1) 12.jpg, downloaded 646 times
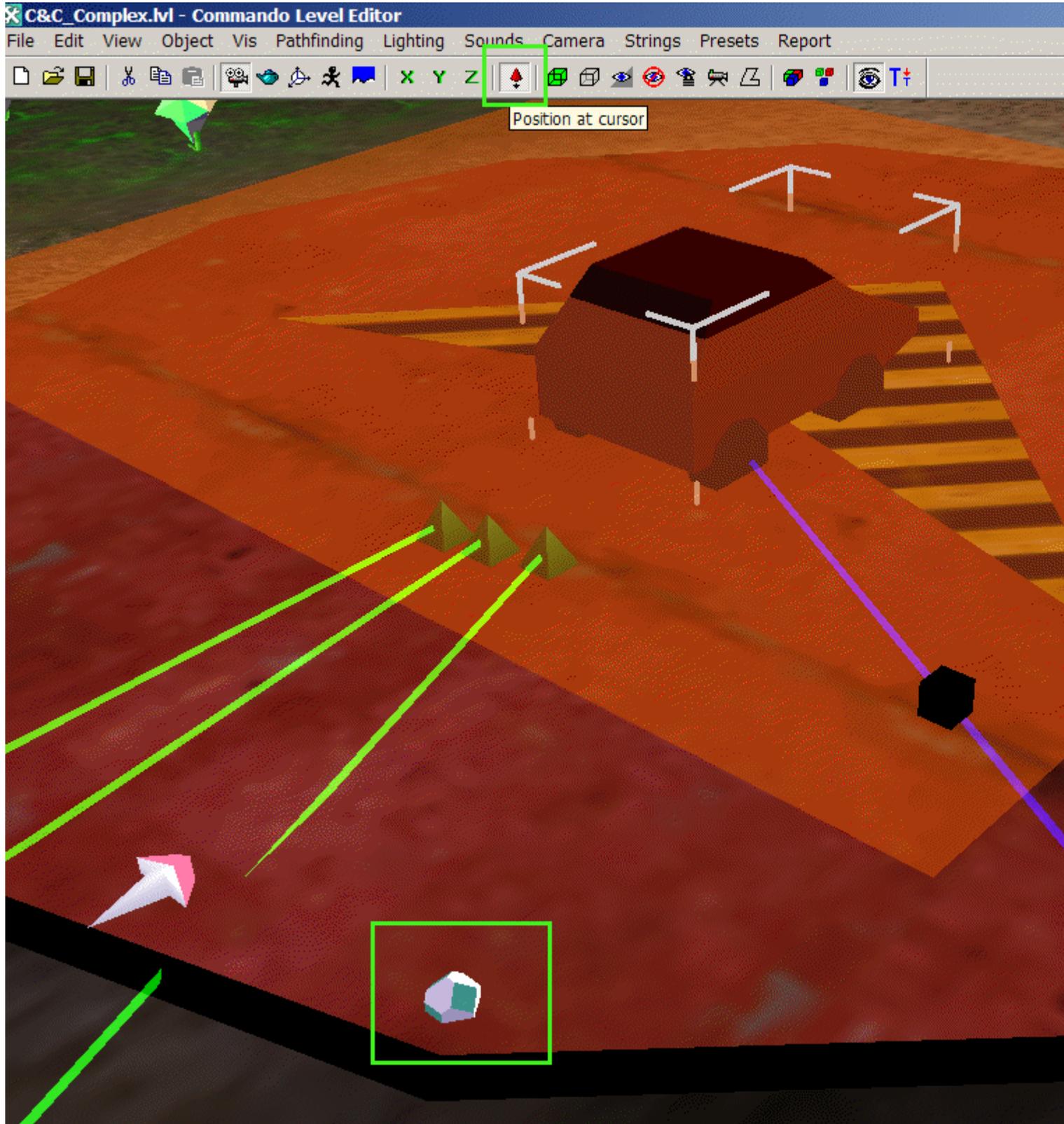
2) 11.jpg, downloaded 651 times

3) 10.jpg, downloaded 637 times

Subject: Re: Server side Mod.
Posted by zunnie on Sun, 22 Apr 2007 19:29:05 GMT
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See image.. like that it *should* work..

To fix the leveledit crashing when trying to use "Edit>Level Settings" you must
right click on leveledit.exe goto properties and enable compatibility for windows 98,
disable all visual themes and turn off advanced text services.

File Attachments
1) positionatcursoretc.png, downloaded 279 times

The image shows the Commando Level Editor with a file titled "C&C_Complex.lvl". The menu bar contains: File, Edit, View, Object, Vis, Pathfinding, Lighting, Sounds, Camera, Strings, Presets, Report. A tooltip reads "Position at cursor".

Subject: Re: Server side Mod.
Posted by JasonKnight on Sun, 22 Apr 2007 23:08:43 GMT

it still dont work...

also, what script do I use to make the guard towers and turrets not shoot at aircraft???

i only want the samsites and AGT and Obby doing it (actually I would like for the AGT and Obby to not do it, but i feel i would get too many complaints..)

Subject: Re: Server side Mod.
Posted by Jerad2142 on Mon, 23 Apr 2007 16:20:43 GMT

Okay, you must put the waypaths and death zone on the ground, the vehicle can be created in the air, just raise the death zone.

Also, the flying vehicle this is caused by not checking allow flying vehicles in level editor, it has been occurring ever sense jonwil implemented his new purchase method.

Subject: Re: Server side Mod.
Posted by JasonKnight on Mon, 23 Apr 2007 18:00:36 GMT

Jerad Gray wrote on Mon, 23 April 2007 11:20Okay, you must put the waypaths and death zone on the ground, the vehicle can be created in the air, just raise the death zone.

Also, the flying vehicle this is caused by not checking allow flying vehicles in level editor, it has been occurring ever sense jonwil implemented his new purchase method.

so lets say I take everything away from there, and redo it by hand.

Redraw the waypoints, all three of them, in the buildings area find the Nod Airstrip and put that little #> down on it, and then CTRL+P the little car to face away, then put the build area and it should be done?

i mean, i dont understand what changes when i selected those things in the terrian area to make it flying... and yes i also go into level settings and check enable flying.