Subject: Remains of old buildings that were moved.
Posted by R315r4z0r on Thu, 08 Feb 2007 21:51:27 GMT
View Forum Message <> Reply to Message

The building that I am talking about is the Repair pad.

I'm sure all of you know of the 4 lights that flash around the outside of both GDI and Nod's repair pads.

I am having a problem with these. In a map that I went to try and fix up, I decided to move the repair pads for both teams over a little.

The thing that made this harder was that the repair pads were originally placed on the map using level editor's presets.
I decided to put the building on the map using RenX, so I added them in RenX, and exported the map.
THen I deleted the pads that were placed from level editor in level editor.

I set the zones up, the controllers, and it looked good. I exported the map, and played it in renegade. But there was a problem:

The rotating lights on the outsides of the repair pads were still flickering around where the old repair pads used to be as well as another set of lights rotating around the correct repair pad. (Basically circling a patch of sand)

How can I delete the lights that are not supposed to be there?

Subject: Re: Remains of old buildings that were moved.
Posted by Oblivion165 on Thu, 08 Feb 2007 21:55:28 GMT
View Forum Message <> Reply to Message

It's going to be part of the tiles of the repair pad, on your instances tab I'm sure you can find them from there. Either hit delete or select to move them.