Subject: Warpath Warfactory
Posted by Anonymous on Thu, 23 Jan 2003 10:57:00 GMT
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I am currently helping the Warpath mod team in my spare time. Here is the Warfactory for the mod. As you see it has two factory doors;I am guessing on is for tanks and the other is for aircraft. I just need some feedback on what to improve. This may be the only building I do for them, so I want to make it good.Enjoy        http://www.n00bstories.com/image.fetch.php?id=16 42420150http://www.n00bstories.com/image.fetch.php?id=20 92932244http://www.n00bstories.com/image.fetch.php?id=15 80007862http://www.n00bstories.com/image.fetch.php?id=15 82580855  [ January 23, 2003, 18:02: Message edited by: Gernader8 ]

Subject: Warpath Warfactory
Posted by Anonymous on Thu, 23 Jan 2003 10:59:00 GMT
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err -- is that set to make the stuff come out a certain door?i thought it used the same waypoints?

Subject: Warpath Warfactory
Posted by Anonymous on Thu, 23 Jan 2003 11:11:00 GMT
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I was tould it should have two doors, they said it is possible to have different vehicle creation zones.

Subject: Warpath Warfactory
Posted by Anonymous on Thu, 23 Jan 2003 13:09:00 GMT
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quote:Originally posted by Dante:why not use the heli script, and make it come out of the other door when you BUY it, rather than free onesWhen will we get the script though?

Subject: Warpath Warfactory
Posted by Anonymous on Thu, 23 Jan 2003 15:04:00 GMT
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yeah well we need feedback on the WF

Subject: Warpath Warfactory

Posted by Anonymous on Thu, 23 Jan 2003 15:17:00 GMT
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quote:Originally posted by Dante:why not use the heli script, and make it come out of the other door when you BUY it, rather than free onesI havn't seen this script released to the public

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Subject: Warpath Warfactory
Posted by Anonymous on Thu, 23 Jan 2003 17:40:00 GMT
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oook..so how can we make the wf better?

---

Subject: Warpath Warfactory
Posted by Anonymous on Thu, 23 Jan 2003 23:26:00 GMT
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quote:Originally posted by Blazer: quote:Originally posted by Dante:why not use the heli script, and make it come out of the other door when you BUY it, rather than free onesI havn't seen this script released to the public    http://sourceforge.net/projects/rentools^^^ it has been released there for over a month.

---

Subject: Warpath Warfactory
Posted by Anonymous on Fri, 24 Jan 2003 00:02:00 GMT
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vehicles will have waypoints to come outside of both of the the wf doors , and then so u get in the vehicle etc... , inside will be spawning aircraft

---

Subject: Warpath Warfactory
Posted by Anonymous on Fri, 24 Jan 2003 00:17:00 GMT
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why not use the heli script, and make it come out of the other door when you BUY it, rather than free ones

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Subject: Warpath Warfactory
Posted by Anonymous on Fri, 24 Jan 2003 00:48:00 GMT
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well , y not talk to me on MSN?! minimalistixuk@msn.com,

Subject: Warpath Warfactory
Posted by Anonymous on Fri, 24 Jan 2003 03:19:00 GMT
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Some of textures look too stretched.

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Subject: Warpath Warfactory
Posted by Anonymous on Fri, 24 Jan 2003 08:05:00 GMT
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thanks dante

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Subject: Warpath Warfactory
Posted by Anonymous on Fri, 24 Jan 2003 08:42:00 GMT
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funny how warfactories look more like garages than actual factories.

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Subject: Warpath Warfactory
Posted by Anonymous on Fri, 24 Jan 2003 10:31:00 GMT
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quote:Originally posted by Dante: quote:Originally posted by Blazer:  quote:Originally posted by Dante:why not use the heli script, and make it come out of the other door when you BUY it, rather than free onesI havn't seen this script released to the public http://sourceforge.net/projects/rentools^^^ it has been released there for over a month.I thought that script would make a heli fly in from across the map, and land on a helipad.  Is it confiurable enough to spawn a heli inside that WF and come out the other door?

---

Subject: Warpath Warfactory
Posted by Anonymous on Fri, 24 Jan 2003 19:40:00 GMT
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quote:Originally posted by DeafWasp:funny how warfactories look more like garages than actual factories.lol

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Subject: Warpath Warfactory
Posted by Anonymous on Fri, 24 Jan 2003 19:57:00 GMT
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Im so glad I am a tester.

Subject: Warpath Warfactory
Posted by Anonymous on Sat, 25 Jan 2003 04:06:00 GMT
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Remember that this is ww2 , its basically a warfactory hanger o_O , get the drift?