
Subject: Custom Explosion Woes
Posted by [Canadacdn](#) on Sat, 10 Mar 2007 21:26:35 GMT
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I have a custom explosion that should make a custom decal on the ground, but for some reason, the decal and explosion don't show up client side but show up fine for the host. Anyone know why?

Subject: Re: Custom Explosion Woes
Posted by [danpaul88](#) on Sat, 10 Mar 2007 21:42:00 GMT
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Because the clients dont have the files for the decal. You cant make your own models / textures server side, renegade does not support that.

The client gets a message from the server saying there is an explosion of preset xyz at location 1.2.3, and the client looks in its always.dat and finds there is no such preset, so it cant show anything. (Simplified version of events, but you get the idea).

EDIT: I assumed you meant you were trying to do it server side, if your not then ignore this

Subject: Re: Custom Explosion Woes
Posted by [Canadacdn](#) on Sat, 10 Mar 2007 23:06:15 GMT
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No. This is not for server side, I'm not an idiot.

Subject: Re: Custom Explosion Woes
Posted by [Zion](#) on Sat, 10 Mar 2007 23:12:27 GMT
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Give the clients the files then.

Subject: Re: Custom Explosion Woes
Posted by [danpaul88](#) on Sat, 10 Mar 2007 23:17:36 GMT
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Canadacdn wrote on Sat, 10 March 2007 23:06No. This is not for server side, I'm not an idiot.

Yeah, after I posted I reread what you had put and realized you probably didnt mean server side

If your using jonwils modified LE .mix exporter you have to make sure the textures etc for the explosion are in the include files list, as it tends to not export anything which is not physically created on the map.

Subject: Re: Custom Explosion Woes
Posted by [Canadacdn](#) on Sat, 10 Mar 2007 23:25:29 GMT
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They are in the map's editorcache and files.

Jesus Christ, I know all this basic stuff, I need an answer!

Subject: Re: Custom Explosion Woes
Posted by [Zion](#) on Sun, 11 Mar 2007 03:32:52 GMT
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Is the texture file contained within the .mix? If not that's why and you should add it.

Subject: Re: Custom Explosion Woes
Posted by [Canadacdn](#) on Sun, 11 Mar 2007 19:30:04 GMT
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I said that the texture shows up for the host, which means that obviously it's included. Did anyone actually read my post?

Subject: Re: Custom Explosion Woes
Posted by [jamiejrg](#) on Sun, 11 Mar 2007 21:36:22 GMT
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Not sure if you noticed but you sound like a huge dick when all they are trying to do is help you.

Regards,
Jamie

Subject: Re: Custom Explosion Woes
Posted by [Canadacdn](#) on Sun, 11 Mar 2007 23:16:13 GMT
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Not sure if you noticed, but everyone seems to be treating me like I've never modded Renegade before, and it feels a tad insulting.

Subject: Re: Custom Explosion Woes

Posted by [Dave Anderson](#) on Sun, 11 Mar 2007 23:19:03 GMT

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A lot of people don't have any clue what you have or have not done. Calm down and try to be civil.

Subject: Re: Custom Explosion Woes

Posted by [Zion](#) on Sun, 11 Mar 2007 23:54:12 GMT

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I'll be sure not to give you my assistance then if that's the way you take it.

Subject: Re: Custom Explosion Woes

Posted by [Titan1x77](#) on Mon, 12 Mar 2007 04:46:14 GMT

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its possible there has to be a modified version of the .ini file that handles the decals.

but i dunno, since its working server side, one of those ren mysteries...hope you find a fix for it.

Subject: Re: Custom Explosion Woes

Posted by [Jerad2142](#) on Mon, 12 Mar 2007 05:53:11 GMT

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Titan1x77 wrote on Sun, 11 March 2007 22:46its possible there has to be a modified version of the .ini file that handles the decals.

but i dunno, since its working server side, one of those ren mysteries...hope you find a fix for it. He is correct, you would have to have the modified "surfaceeffects.ini" both server side and client side.

Subject: Re: Custom Explosion Woes

Posted by [Titan1x77](#) on Tue, 13 Mar 2007 03:00:13 GMT

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unless you name it exactly the same, I beleive client would only need it then.

I figure your trying to make something specific tho for RP2...so why not go into a full Stand alone type mod like APB?

I think some .ini files have trouble with .pkg's too, so that might not be an option, although it would

be better than a full Stand alone mod.

Subject: Re: Custom Explosion Woes

Posted by [Canadacdn](#) on Tue, 13 Mar 2007 03:49:58 GMT

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This map is going to be released as a .mix map for a few reasons:

1. Pkg format sucks ass.
2. Changing stuff into a full conversion mod would be time-consuming and annoying, and in the end, there would probably be few downloads.
3. Blazea wants it to be mix, and so do I, because it is easy to just throw it into data, and play it in Renegade.

I guess we will just leave the explosion as it is, it's really not a big deal.

Subject: Re: Custom Explosion Woes

Posted by [Jerad2142](#) on Tue, 13 Mar 2007 17:06:12 GMT

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Titan1x77 wrote on Mon, 12 March 2007 21:00I think some .ini files have trouble with .pkg's too, so that might not be an option, although it would be better than a full Stand alone mod. Actually from my experience I have never had an .ini file that does not read in a package. The only thing that will not change through a package is any main menu changes or load screen changes (note these changes will take effect after you have played the package once, and will stay in effect until you restart Renegade).

Subject: Re: Custom Explosion Woes

Posted by [Jerad2142](#) on Tue, 13 Mar 2007 17:09:10 GMT

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Canadacdn wrote on Mon, 12 March 2007 21:49This map is going to be released as a .mix map for a few reasons:

1. Pkg format sucks ass.

How can you say that, package is way easier to use (if temp files get to big you are in danger of all sorts of errors).

It also allows for more changes.

Sorry about two post, the computer I am on crashes whenever I try to copy or past text.

Subject: Re: Custom Explosion Woes
Posted by [Canadacdn](#) on Tue, 13 Mar 2007 20:08:36 GMT
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Pkg has generally worse performance, it causes 0 bug online sometimes, it gives you the screen freeze, it has a larger filesize...

Subject: Re: Custom Explosion Woes
Posted by [Jerad2142](#) on Wed, 14 Mar 2007 02:26:14 GMT
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I have had 0 problems with it, the only other difference between packages and mixes are packages contain multiple maps.
