Subject: Vehicles
Posted by Gold Blade on Wed, 09 May 2007 21:02:16 GMT
View Forum Message <> Reply to Message

Ok, I am trying to make novelty maps. Yes, novelty maps, and if you want one just tell me what you want it to be like.
Anyway, I can get the PCT's (very hard things to do in the first place, PCT's) to display the Vehicles section by using the GDI Weap factory and Nod Airstrip. However, when I try to actually make a vehicle using this it takes some money and time and makes nothing. How do I make the vehicles actually appear? If it's a script, please tell me ALL of it.

Oh, I forgot. How do you make a vehicle already on the map (for testing)?

Subject: Re: Vehicles
Posted by jamiejrg on Wed, 09 May 2007 21:19:33 GMT
View Forum Message <> Reply to Message

I'm pretty sure i know what you did. You placed the building controler but not the actual vehicle creation zones. You press P or something to get them while selecting the AS or WF controler.

and if you want a vehicle to be on the map when you start. You can either "make" the vehicle preset or set up a simple object spawner.

For your building problem read the WF and Airstrip part in this tut,
http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=16

Jamie

Subject: Re: Vehicles
Posted by Gold Blade on Wed, 09 May 2007 22:34:38 GMT
View Forum Message <> Reply to Message

I can "make" one on the Commando editor, but it doesn't show it on the game.

Subject: Re: Vehicles
Posted by Zion on Wed, 09 May 2007 22:49:43 GMT
View Forum Message <> Reply to Message

Building controller placement is crucial but doesn't have to be exact. Basicly put the building controller you see in LE is not visible in Renegade for the main reason that it doesn't have to be seen in Renegade.

The building controller MUST be prodtruding the mesh of the respective building. Not inside the

building or close to it, it MUST stick into it.

For Refinery controllers and Vehicle Production Facilities you must make a car maker attached to the controller in the exact spot you want the vech to arrive (rotational too). To 'make' the car maker, with the building controller selected press CTRL + P. Then drag and position that like it were another object (use < and > to rotate).

Specifically for the Vehicle Production Facilities, they build (spawn) vehicles for the player to use. To make this work you need a "Vehicle_Production_Zone" from the "Script_Zone" preset branch. Make, resize and position accordingly with the car maker inside it (not completely).

That will spawn the vehicles when bought. If you want them to move add some waypaths but that's another story.

Try going through the Level Edit Help Files that came with Commando Level Edit. They're usually found in: C:\Program Files\Renegade Public Tools 2\How to\.

Subject: Re: Vehicles
Posted by zunnie on Thu, 10 May 2007 00:19:54 GMT
View Forum Message <> Reply to Message

"Try going through the Level Edit Help Files that came with Commando Level Edit."

The one .doc that westwood delivered is a piece of shit lol.
Goto http://www.renhelp.net for some tutorials

Subject: Re: Vehicles
Posted by Zion on Thu, 10 May 2007 07:48:32 GMT
View Forum Message <> Reply to Message

Yeah, it still works though.

Subject: Re: Vehicles
Posted by Gold Blade on Fri, 11 May 2007 22:42:23 GMT
View Forum Message <> Reply to Message

ok, I want to make a map that has an automated train on it. Should I make it like an elevator or an ore harvester?

First, though, how do you...cough...make a building? I only have the Path Beyond version.

Subject: Re: Vehicles

Well to start off with you need the source to this building in either .gmax or .max format. This includes all exteriors, interiors, PCT's, MCT's, emitters etc etc.

(This is from the top of my head and there's a detailed tutorial on renhelp.net about this so if it's wrong look there.)

Make sure your building is in the center of the scene and it is the only thing in the scene. Setup collision settings too.

First off, lets start with the exterior. In your 3D editing suite, select all of the mesh that makes up the exterior. This excludes doors, elevators, PCT's, MCT and emitters. Goto the utilities tab then w3d tools if not open already and click the "Assign Node Names" button.

In the new dialog, check the box "Assign Names" and uncheck the box "Assign Collision Bits". In the Root Name textbox type a name that is =< (less than or equal too) 6 characters followed by a '^' (Shift + 6), EG. "sovbar^" (Soviet Barracks). We will call the "sovbar" part the mesh prefix.

Now that you have your building exterior done, keeping it selected group that to something meorable (EG. "sovbar_ext").

Now hide the exterior group (right click > hide selected) to reveal the interior. Again select all the interior mesh excluding doors, PCT's, MCT and emitters and follow the above naming sequence changing "^" to a "#" (EG. "sovbar#"). The mesh prefix must be identicle otherwise the building won't work.

Once done, group that into something memorable (EG. "sovbar_int").

Hide this group and you should just have your MCT, PCT's and anything else visible in the scene. This makes for easyer seeing of things (less mesh getting in the way of your cursor).
Select all the mesh that belongs to the PCT's in the scene, for all PCT's in the building. The naming process is the same as the interior one but after the hash (#) add "pt". Then group.

Do the same as above for the MCT but in the naming part add "mct" after the hash.

Emitters, doors and the like are explained thouroghly in the tutorial mentioned above.

Now to export the meshes.

Export the interior mesh with the name "meshprefix_int" as a Renegade Terrain type.
Export the door mesh with the name "meshprefix_door" as a Renegade Terrain Type.
Export the Damage Emitters with the name "meshprefix_dam" as a Hirachy Animated Model type.
Export the MCT mesh with the name "meshprefix_mct" as a Hirachy Animated Model type.
Export the PCT mesh with the name "meshprefix_pct" as a Hirachy Animated Model type.

And you're done.

The Level Edit section of this is explained more in the tutorial above.

Subject: Re: Vehicles
Posted by Gold Blade on Sun, 13 May 2007 17:54:16 GMT
View Forum Message <> Reply to Message

Ok, now where do I get the mashes for the Soviet and Allied buildings?

Subject: Re: Vehicles
Posted by Zion on Sun, 13 May 2007 20:56:49 GMT
View Forum Message <> Reply to Message

For APB you get them in their SDK already setup. For custom ones you make them yourself.