
Subject: Really Confused

Posted by [_SSnipe_](#) on Tue, 29 May 2007 01:26:36 GMT

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i found this site

<http://laeubi.laeubi-soft.de/index.php?go=halo&sub=modfiles&tl=5>

has lot of cool things id liek to serverside on my maps like reborn should be in the other post but i need w3d but they come with .gmax

and i cant add them to my maps with the w3d so how can i get the w3d of these gmax?

Subject: Re: Really Confused

Posted by [Oblivion165](#) on Tue, 29 May 2007 01:40:30 GMT

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My god.

Subject: Re: Really Confused

Posted by [reborn](#) on Tue, 29 May 2007 01:51:50 GMT

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If I understand correctly you are trying to add new .w3d files server side to the WW maps? If so, this isn't going to be possible.

I have little knowledge of gmax and it's relationship with .w3d files. Someone else might be able to help with your export settings.

Subject: Re: Really Confused

Posted by [Ryu](#) on Tue, 29 May 2007 01:53:14 GMT

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Oblivion165 wrote on Mon, 28 May 2007 20:40My god.

Yes?

Subject: Re: Really Confused

Posted by [_SSnipe_](#) on Tue, 29 May 2007 03:44:50 GMT

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well reborn remember what u told me about how to do those stuff to maps right? kind alike that

Subject: Re: Really COnfused
Posted by [Slave](#) on Tue, 29 May 2007 06:24:09 GMT
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You should download a few extra sets of chromosomes and try again.

Subject: Re: Really COnfused
Posted by [reborn](#) on Tue, 29 May 2007 11:06:05 GMT
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joe937465 wrote on Mon, 28 May 2007 23:44well reborn remember what u told me about how to do those stuff to maps right? kind alike that

I understand, but you cannot add NEW .w3d files server side, the people joining the server would not have these new models and so they would just crash. The renegade server can't make client download the new models on demand (or at least not that I am aware, silent kane most likely has some kick ass way of doing it).

Subject: Re: Really COnfused
Posted by [_SSnipe_](#) on Tue, 29 May 2007 11:29:34 GMT
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well i seen a map once with those SAME THINGS in the pic which is were i remember them it was a map in ubber map pack and it was in there in that map like i want to add into mine and when i frist saw that map i didn't add any other w3d files it was just inside the map

Subject: Re: Really COnfused
Posted by [reborn](#) on Tue, 29 May 2007 11:33:46 GMT
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Dude, that was a custom map you had to download, not a westwood map. If you want to add those things to a fan made map and distribute it for download then that'll be great. But you can't add new .w3d files to map server side unless they are in the clients always.dat/always2.dat.

Subject: Re: Really COnfused
Posted by [_SSnipe_](#) on Tue, 29 May 2007 12:14:43 GMT
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ok!! heheh wel i think this topics done

EDIT nvm i got another question my CTF test serv is acting weird
first map auto termination or how ever u spell it then the second map is the normal map but with

no mods and no flag then the third map (which all maps are the same map) has the mods i added but says the server is full when ppl i know try to join but it holds up to 6 ppl when testing it did not do this before but now it is even when adding the original map back in and restarting the serv? what do i do?

Subject: Re: Really COnfused

Posted by [Canadacdn](#) on Tue, 29 May 2007 14:52:39 GMT

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joe937465 wrote on Tue, 29 May 2007 07:14Okay. Very funny, but now I think this topic is done.

Update: Another question occured to me after I had posted my reply, my Capture the Flag test server seems to be acting strangely. It appears that the maps I have selected for play in my server do not appear to be compatible with the mod in question. My server does also not allow my friends to join, and gives them a message saying the server is full, when it is in fact not. It was not giving me this problem before, but now it is more frequent. Please give me advice.

Translated to English.

Subject: Re: Really COnfused

Posted by [Sn1per74*](#) on Tue, 29 May 2007 17:24:24 GMT

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Canadacdn wrote on Tue, 29 May 2007 09:52joe937465 wrote on Tue, 29 May 2007 07:14Okay. Very funny, but now I think this topic is done.

Update: Another question occured to me after I had posted my reply, my Capture the Flag test server seems to be acting strangely. It appears that the maps I have selected for play in my server do not appear to be compatible with the mod in question. My server does also not allow my friends to join, and gives them a message saying the server is full, when it is in fact not. It was not giving me this problem before, but now it is more frequent. Please give me advice.

Translated to English.

WOW, you're a really good translator!

Subject: Re: Really COnfused

Posted by [_SSnipe_](#) on Tue, 29 May 2007 19:21:55 GMT

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sorry it was 4 am when i typed this :S

reborn could i edit the always.dat to allow them?

Subject: Re: Really CONFused

Posted by [_SSnipe_](#) on Wed, 30 May 2007 08:32:19 GMT

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i got another problem or error im trying to make it where u can buy heli's one none flying maps so i made that

Scriptzone>Script_Zone_all and made one on the map hen tryed to add the script TDA_User_Purchased_VTOL_Object and in the parameters ii i choosed Presents_Name And choose The name CnC_GDI_Orca (whihc i think is right) but every time i click ok my level edit completely just turns of or crashes

Subject: Re: Really CONFused

Posted by [reborn](#) on Wed, 30 May 2007 09:35:04 GMT

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joe937465 wrote on Tue, 29 May 2007 15:21sorry it was 4 am when i typed this :S
reborn could i edit the always.dat to allow them?

You can add them to the servers always.dat or the maps .mix file, BUT (and this is a big but), how are you going to get the file on the clients always2.dat, or modify there .mix file?
If they don;t have your modified version they will just crash.

So you can do that, but you are stepping away from server side and now talking about client side mods which requite a download.

Subject: Re: Really CONFused

Posted by [reborn](#) on Wed, 30 May 2007 09:39:12 GMT

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joe937465 wrote on Wed, 30 May 2007 04:32i got another problem or error im trying to make it where u can buy heli's one none flying maps so i made that

Scriptzone>Script_Zone_all and made one on the map hen tryed to add the script TDA_User_Purchased_VTOL_Object and in the parameters ii i choosed Presents_Name And choose The name CnC_GDI_Orca (whihc i think is right) but every time i click ok my level edit completely just turns of or crashes

Use the JFW poke preset grant, or something like that. JFW_poke_purchase? I dunno, but you will find it. Attach that script (and fill in the input parameters) to an actual object that you have spawned on the map. Perhaps the switch preset for example.

But for best use of the preset, only attach the script after you have made it, i.e double click the actual preset you have spawned then attach the script to it, do not "mod" it when it is in the preset tree structure. This way you could use it multiple times for different things.

Subject: Re: Really COnfused
Posted by [_SSnipe_](#) on Wed, 30 May 2007 20:35:19 GMT
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im alittle confusedd when i make that Script_zone_all i ad d the script there and on the present itsself?

GRRR every time i click on any script to add that en voles buying something my level edit just completely closes

Subject: Re: Really COnfused
Posted by [reborn](#) on Wed, 30 May 2007 20:50:05 GMT
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joe937465 wrote on Wed, 30 May 2007 16:35im alittle confusedd when i make that Script_zone_all i ad d the script there and on the present itsself?

I didn't mention a scriptzone, you did. Just mod the object you made that you would like to add as a purchase terminal type thing, attaching the jfw script to it and filling in the input params.

Do not bother with the zone.

Subject: Re: Really COnfused
Posted by [_SSnipe_](#) on Wed, 30 May 2007 21:18:14 GMT
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wait so like if i choose to make a idk ummmm a little keypad and add script to that?

well still if i add it to anything it crashes

when the params it ask for the name (CnC_GDI_Orca)of object do i put name? the w3d file location what?

Subject: Re: Really COnfused
Posted by [reborn](#) on Wed, 30 May 2007 23:40:53 GMT
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Oh yeah, you're trying to create a vehchile.. hmm, make a script (most likely one exists already by jfw) that does poke, cost, team and send custom. The have the custom send to a daves arrow that triggers a cinematic to drop off a heli at your location.

If you don't understand, or you can't make cinematics, then you're best bet would to either spawn

them on the map, or change the global purchase setting to give a orca instead of a sedan or something from the extra's menu, and change the cost.

Good luck.

Subject: Re: Really CONfused
Posted by [_SSnipe_](#) on Thu, 31 May 2007 02:51:56 GMT
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ya idk how to make one of them
cinemtic
is it hard?
or like make it use the wf or air?

or maybe how to set up sapwn that work?

Subject: Re: Really CONfused
Posted by [_SSnipe_](#) on Thu, 31 May 2007 11:40:12 GMT
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see im not trying to copy but iv seen it on the kaumix serv thats why i dotn want it to be the same but i thought if i made a script zone or add some script onto something that would buy it and make it work but i guess its not working or something
