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Subject: My Problems Continued

Posted by [\\_SSnipe\\_](#) on Wed, 30 May 2007 00:06:13 GMT

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i can get blocks,transporters,and etc to work

1)but i cant get turrets and guard towers to work  
they show up in editing but not when playing it

2)when i try to do the spawn points and what weapons to spawn and where like it says on renhelp.com it dont work and makes my game crash

3)how do i add a builing like an ob in a none base defense map?

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Subject: Re: My Problems Continued

Posted by [nopol10](#) on Wed, 30 May 2007 00:08:05 GMT

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1) Your turrets and Guardtowers must be placed in spawners. Do not MAKE them directly.

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Subject: Re: My Problems Continued

Posted by [c0vert7](#) on Wed, 30 May 2007 00:09:16 GMT

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Wow dude seriously take peoples advice. 1. Go to renhelp.net read through tutorials. 2. Put all your problems into one damn topic. If u dont want to take anyones advice there not going to help you.

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Subject: Re: My Problems Continued

Posted by [AoBfrost](#) on Wed, 30 May 2007 01:49:16 GMT

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Wow this is the 7-8th thread about similar crap...I think my eyes can bleed right about now, please, go to renhelp, they are EASY and FAST to understand, anything we give here will be just as good, but so we dont have to continuously give you the same tutorials and help on 500 different threads, READ renhelp.net, you say they are hard to understand, the info people give you here cant be any easier if renhelp.net makes it as EASY as possible.....

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Subject: Re: My Problems Continued

Posted by [\\_SSnipe\\_](#) on Wed, 30 May 2007 03:56:19 GMT

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not its not and i been looking in renhelp but they are not explaining how to fix these errors so i know you guys could help

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Subject: Re: My Problems Continued  
Posted by [\\_SSnipe\\_](#) on Wed, 30 May 2007 05:27:08 GMT  
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also how can get get working jaildoors to work and those ring doorslike in the ref inside on SP

look guys im srry about so many post and questions that are kinda the same but some i did not get an answer or etc so please im getting close to done i just have some few more problems

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Subject: Re: My Problems Continued  
Posted by [Genesis2001](#) on Wed, 30 May 2007 05:28:48 GMT  
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nopol10 wrote on Tue, 29 May 2007 18:081) Your turrets and Guardtowers must be placed in spawners. Do not MAKE them directly.

Incorrect.

Objects -> Vehicles -> Mounted -> GDI(...) -> GDI\_Guard\_Tower

Hit Make. >\_>

-MathK1LL

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Subject: Re: My Problems Continued  
Posted by [\\_SSnipe\\_](#) on Wed, 30 May 2007 05:55:42 GMT  
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but ya i know that but like i said about if i make ANY weapon or crate spawn points or turrent spawns and guard towers my server crashes or the file wont load

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Subject: Re: My Problems Continued  
Posted by [reborn](#) on Wed, 30 May 2007 09:42:35 GMT  
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joe937465 wrote on Wed, 30 May 2007 01:55but ya i know that but like i said about if i make ANY weapon or crate spawn points or turrent spawns and guard towers my server crashes or the file

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wont load

SSCTF most likely disables or destroys the base defences on map load. You would have to search the source code to find where and if it is doing this. You are most likely adding it correctly, just the servers .dll is removing it when the map loads as it is a defensive structure (well vehicle actually, but meh).

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Subject: Re: My Problems Continued  
Posted by [c0vert7](#) on Wed, 30 May 2007 11:59:16 GMT  
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Ok post all the rest of your questions in this thread please.

1. Was answered

2. If you have too many weapons spawn at one time it will overload it for some reason, make a new spawner with all the weapons you want in it than click make one time. Than hit CTRL + P and a new weapon you want to spawn will appear with a purple line connected, do that as many times as you need. But these wont spawn all at one time, they will spawn one at a time in different spots so you can start a new one where you want more to spawn and so on.

3.You need to add the w3d file into the LE preset and than I dont know if you can select it or not (save first) but if you cant hit terrain selectables in your menu and u should be able to select it. Or you can export the map back into renx with a w3d converter and do w.e.

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Subject: Re: My Problems Continued  
Posted by [\\_SSnipe\\_](#) on Wed, 30 May 2007 20:36:42 GMT  
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idk CTF cant have wep spawns?

i did add a lot

just one thing and like Ctrl+P like 10 timesa maybe? and when i made this i deleted the origanl wep spawn points from the map that it came with

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Subject: Re: My Problems Continued  
Posted by [c0vert7](#) on Wed, 30 May 2007 22:59:20 GMT  
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By adding just 1 weapon at a time they will spawn in different locations at different times. U can make them spawn instantly after picked up if u wanted.

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Subject: Re: My Problems Continued  
Posted by [\\_SSnipe\\_](#) on Wed, 30 May 2007 23:34:55 GMT  
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well what ever it is everytime i add anything that spawn my map wont load

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Subject: Re: My Problems Continued  
Posted by [\\_SSnipe\\_](#) on Thu, 31 May 2007 11:43:22 GMT  
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well if someoneer me some more i cant get it to work iv been testing oin a aow serv and yet my wep and turrent and guard tower spawns show up when editing and not show up when ingame i tryed the both ways of adding them the spawn and the add ut still they wont show this is somthing that wa sinportent for me to learn so any ideas?

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Subject: Re: My Problems Continued  
Posted by [reborn](#) on Thu, 31 May 2007 12:51:41 GMT  
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Subject: Re: My Problems Continued  
Posted by [reborn](#) on Thu, 31 May 2007 12:52:34 GMT  
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If that doesn't work, then you are doing it wrong and the fault lies with you, or there is something in your .dll that destroys the defence on map load.

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