Subject: Mixing an Flying Map?
Posted by IronWarrior on Mon, 04 Jun 2007 06:46:21 GMT
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Could someone please explain the LE process of doing a flying version of Walls/City.mix please?

I done all the LE work on the map, made the ramps, then mixed it.

Got in game, but the doors for the buildings don't work and the ramps are not "solid" ie, you can walk though them.

Everything elas on the map works though.

Subject: Re: Mixing an Flying Map?
Posted by reborn on Mon, 04 Jun 2007 08:04:17 GMT
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I should be home from work around 4 pm, send me the .lvl file then and I will have a look and see what is wrong.

If you have just started and not done much else I might aswell create the .lvl files for the two flying maps and you can add them on game-maps? God knows how many times those maps have had to be editted to change them to flying, but no fucker releases the source for them. Yeah, infact I will do that tonight regardless.

Subject: Re: Mixing an Flying Map?
Posted by IronWarrior on Mon, 04 Jun 2007 08:11:01 GMT
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Reborn wrote on Mon, 04 June 2007 03:04I should be home from work around 4 pm, send me the .lvl file then and I will have a look and see what is wrong.

If you have just started and not done much else I might aswell create the .lvl files for the two flying maps and you can add them on game-maps? God knows how many times those maps have had to be editted to change them to flying, but no fucker releases the source for them. Yeah, infact I will do that tonight regardless.

Ah thank you, only if you want to do it, I know you pretty busy yourself

Wouldnt you used the none flying maps .lvl files then add the flying parts to the .lvl then change it to an flying .lvl file?

If, so, I could easy do that, as all the spawns, way points, already in place?

Will be added to Game-Maps.NET

The version of Walls.lvl is all done, I just copyed the none flying version, then added the ramps, moved a few objects around to ajust for the ramps, mixed it, got in game, seems to work, expect for the doors and the walk though ramps. xD

So am guessing I must be on the right track, just missing something I guess.

Subject: Re: Mixing an Flying Map?
Posted by reborn on Mon, 04 Jun 2007 08:32:18 GMT
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Yeah that's pretty much it. And there are a few other settings like is flying map or something. No worries, i'll make them tonight and send you the files. But yeah, deffinately would be nice to add them on http://www.game-maps.net

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Subject: Re: Mixing an Flying Map?
Posted by IronWarrior on Mon, 04 Jun 2007 09:03:36 GMT
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renalpha wrote on Mon, 04 June 2007 03:55i would like to help to,

oke, can you walk on them IN leveledit?

Yes, I can walk on the ramps in leveledit, so no problem there.

Subject: Re: Mixing an Flying Map?
Posted by IronWarrior on Mon, 04 Jun 2007 09:57:33 GMT
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renalpha wrote on Mon, 04 June 2007 04:29hmmm, did you added scripts to your level,
i mean in leveledit i cant walk through the stones but when i lan play my test pkg i can.

try to run it via FDS

IWarriors wrote on Mon, 04 June 2007 01:46Could someone please explain the LE process of doing a flying version of Walls/City.mix please?

I done all the LE work on the map, made the ramps, then mixed it.

Got in game, but the doors for the buildings don't work and the ramps are not "solid" ie, you can walk though them.

Everything elas on the map works though.

Welcome the reply, but yes its running in the FDS but it has nothing to do with with the scripts.