Subject: Trans heli problem
Posted by piotrkol1 on Mon, 16 Jul 2007 06:07:03 GMT
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Well hello there its me again having another problem making serverside stuff lol.   This time the problem is more in level editor than in game. For my m08 racetrack map serverside, I am trying to make a trans helicopter spawner on the map. I temp Object - Spawner and add it to the list without any problems. But then when I try to make it on the map, level edit crashes...Anyone know how to fix this? I tried using both gdi and nod ones seperately but that still resulted in level edit crashes on make.

Subject: Re: Trans heli problem
Posted by _SSnipe_ on Mon, 16 Jul 2007 07:19:45 GMT
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umm check the model? and crap ilike that is right
is anything else temped?

Subject: Re: Trans heli problem
Posted by piotrkol1 on Mon, 16 Jul 2007 15:59:25 GMT
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Yes I've always got like maybe 5-6 other things temped that are viechles and powerups.

Subject: Re: Trans heli problem
Posted by futura83 on Mon, 16 Jul 2007 17:15:26 GMT
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He means the model name on the transport preset.

Post the model name.

Subject: Re: Trans heli problem
Posted by piotrkol1 on Tue, 17 Jul 2007 00:06:52 GMT
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Ok, so from the "Physical Model" tab here are the model names of the helichopters in the mod directory:
vehicles\nod chinook\v_nod_trnspt_m.w3d
vehicles\gdi chinook\v_gdi_trnspt_m.w3d

Subject: Re: Trans heli problem
Posted by piotrkol1 on Tue, 17 Jul 2007 16:48:55 GMT
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Well??? Anyone???

Subject: Re: Trans heli problem
Posted by Sn1per74* on Tue, 17 Jul 2007 17:11:02 GMT
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OoO pick me. I think I know why. Try to temp CnC Spawner instead of just spawner. Then, it should work.

Subject: Re: Trans heli problem
Posted by futura83 on Tue, 17 Jul 2007 17:25:57 GMT
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piotrkol1 wrote on Tue, 17 July 2007 01:06Ok, so from the "Physical Model" tab here are the model names of the helichopters in the mod directory:
vehicles\nod chinook\v_nod_trnspt_m.w3d
vehicles\gdi chinook\v_gdi_trnspt_m.w3d

Get rid of the '_m' off the end

Subject: Re: Trans heli problem
Posted by Sn1per74* on Tue, 17 Jul 2007 17:50:14 GMT
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Sn1per74* wrote on Tue, 17 July 2007 12:11OoO pick me. I think I know why. Try to temp CnC Spawner instead of just spawner. Then, it should work.
JK!

Subject: Re: Trans heli problem
Posted by npadul30 on Tue, 17 Jul 2007 18:19:39 GMT
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This is also in the www.renhelp.net FAQ, but Westwood made a mistake with putting that extra extension at the end. You have to get rid of the "_m" so then it will only say vehicles\nod chinook\v_nod_trnspt.w3d
vehicles\gdi chinook\v_gdi_trnspt.w3d

Subject: Re: Trans heli problem
Posted by Sn1per74* on Tue, 17 Jul 2007 18:23:09 GMT
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IF you're running jonwil's LE you don't have to remove it.

Subject: Re: Trans heli problem
Posted by piotrkol1 on Tue, 17 Jul 2007 18:24:17 GMT
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Oh alright thanks!

Subject: Re: Trans heli problem
Posted by SWNight on Wed, 18 Jul 2007 05:05:50 GMT
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Sn1per74* wrote on Tue, 17 July 2007 13:23IF you're running jonwil's LE you don't have to remove it.

Where can i get that from?

Subject: Re: Trans heli problem
Posted by futura83 on Wed, 18 Jul 2007 12:44:45 GMT
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Renhelp