Subject: Fake Buildings
Posted by mrã£Ã§Ä·z on Thu, 09 Aug 2007 20:18:46 GMT
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How does kamuix make his fake buildingslike a gunboat is a AGT? If i copy the building w3d in the gunboat, then i dont see anything...

Subject: Re: Fake Buildings
Posted by Gen_Blacky on Thu, 09 Aug 2007 20:23:56 GMT
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its mostly scripts

Subject: Re: Fake Buildings
Posted by Brandon on Thu, 09 Aug 2007 20:28:37 GMT
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You just replace the Physics Model. If you set it up properly it should work just fine.

Subject: Re: Fake Buildings
Posted by mrã£Ã§Ä·z on Thu, 09 Aug 2007 20:48:04 GMT
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i changed the physicalmodel but it dont work...

Subject: Re: Fake Buildings
Posted by reborn on Thu, 09 Aug 2007 23:12:21 GMT
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Commands->Set_Model

Subject: Re: Fake Buildings
Posted by mrã£Ã§Ä·z on Thu, 09 Aug 2007 23:13:49 GMT
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Wich commands do u mean? Or how to Set the model?

Subject: Re: Fake Buildings

Posted by reborn on Thu, 09 Aug 2007 23:28:27 GMT

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I mean the commands in the open source ssaow/ssgm.

Subject: Re: Fake Buildings
Posted by mrÃ£Ã§Ä·z on Fri, 10 Aug 2007 01:01:33 GMT

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Nothing is working .... t(o.Ot) damn Fake Buildings

Subject: Re: Fake Buildings
Posted by SWNight on Fri, 10 Aug 2007 16:14:43 GMT

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Its easy!
Change the Physics Model to something like: enc_atr.w3d (Airstrip) then change the hp to
500/500 and armor to 0/0. Then make it.
EDIT: If you want the all of the buildings list, tell me

Subject: Re: Fake Buildings
Posted by mrÃ£Ã§Ä·z on Fri, 10 Aug 2007 16:45:59 GMT

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Dont work there only appears small gay cubes

Subject: Re: Fake Buildings
Posted by SWNight on Fri, 10 Aug 2007 18:24:15 GMT

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Then your doing it wrong.
You are not changing the model!

Subject: Re: Fake Buildings
Posted by mrÃ£Ã§Ä·z on Fri, 10 Aug 2007 18:29:22 GMT

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i copied "enc_atr.w3d" in to the "gunboat physicmodel" then i made 500Hp and Max.500Hp and
shield 0 and max shield 2.

Subject: Re: Fake Buildings
Posted by SWNight on Fri, 10 Aug 2007 18:34:08 GMT
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ITS enc_natr.w3d ...

Subject: Re: Fake Buildings
Posted by Canadacdn on Fri, 10 Aug 2007 19:28:55 GMT
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On Kamuix's server, he uses an edited Objects.ddb which replaces useless simple objects' models with W3D models of buildings.

Subject: Re: Fake Buildings
Posted by mrÃ£Ã§Ä·z on Fri, 10 Aug 2007 19:31:49 GMT
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Yea it works now u forgot on first post the "N" TY man

Subject: Re: Fake Buildings
Posted by mrÃ£Ã§Ä·z on Fri, 10 Aug 2007 19:39:33 GMT
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can u give me a list of all buildings?

Subject: Re: Fake Buildings
Posted by SWNight on Sat, 11 Aug 2007 14:37:57 GMT
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Yeah, when I find it...

Subject: Re: Fake Buildings
Posted by reborn on Sun, 12 Aug 2007 11:18:26 GMT
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enc_gagd.w3d
enc_gbar.w3d
enc_gcon.w3d
enc_gpwr.w3d
enc_gref.w3d
enc_gwep.w3d

enc_ncom.w3d
enc_ncon.w3d
enc_nhel.w3d
enc_nhnd.w3d
enc_nobl.w3d
enc_npwr.w3d
enc_nref.w3d
enc_nshn.w3d
enc_nsil.w3d
enc_natr.w3d

Subject: Re: Fake Buildings
Posted by mrÃ£Ã§Ä·z on Sun, 12 Aug 2007 11:55:26 GMT
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thx