
Subject: Doors & Scripts

Posted by [bat66wat6](#) on Sat, 29 Sep 2007 04:15:55 GMT

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I have only been using levelEDIT for about 4 months now but im getting pretty good at it i think. Anyway, i have tried on several occasions changing the doors in Certain buildings lock codes(So you need a Card) i can do this no problem but the PowerPlant for example does not have specific doors, the same Type of door is used in the Airstrip, so that's locked 2!

I have tried to remove the normal boring Miltiplayer doors and replace them with the Coloured (Security) doors from Presets>Tiles>Doors> but when i click make in levelEDIT they do not appear! What do i need to do to replace the doors for the ones i want?

If it involves something called GMax i do not have it and W3dView i have no idea how to use!

P.S: Is it possible to make some sort of a script so that only one type of character can go through a certain door? It may come in handy to me in the future for any mods i wanna make....

Subject: Re: Doors & Scripts

Posted by [Darknes2](#) on Thu, 04 Oct 2007 00:26:56 GMT

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specify i have made doors server side is this what you want or is it a new map you cannot use ALL tiles some donot work i think doors is one of em...

Subject: Re: Doors & Scripts

Posted by [Veyrdite](#) on Thu, 04 Oct 2007 10:39:54 GMT

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Its gmax. Proxies. They are invisible boxes that automatically create objects in le. Rename the door presets in le. All of them, then re-load the map. (or change the shader settings/vertex multi-pass multi-texture)

Subject: Re: Doors & Scripts

Posted by [mr£ÄŞÄ-z](#) on Sat, 06 Oct 2007 10:49:33 GMT

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wich doors are working and are server sided?

Subject: Re: Doors & Scripts

Posted by [bat66wat6](#) on Sun, 07 Oct 2007 16:02:59 GMT

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There not going to be server sided as my FDS is still not working...it says "Failed to create game channel" forever after a certain stage! Please i am a newcomer to GMAX and all other programs except levelEDIT, so i ask you to be quite thorough in your reply's when telling me how and what to do...

All i wanna do for the meantime is actually "Make the door in GMAX" so im gonna be needing a pretty good tutorial on how to do that...

Subject: Re: Doors & Scripts

Posted by [bat66wat6](#) on Fri, 12 Oct 2007 19:02:40 GMT

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OK, i made great progress on my FDS it now fully works...>

But about the doors, maybe people get confused..cus i am!

I wanna make em server sided now my FDS works...all i wanna do is for example change doors in the Nod Power Plant on C&C_City_Flying.lvl(Cus of levelEDIT) in the Nod Power plant so to the ones with the Round RED Card Symbol(A.K.A u also need the Red Card to open it). But as i found out ages ago it is easier said than done!

You can't just delete the ones in the PP find the Doors i want and Make them in LevelEDIT then move em into position!

I mean i can't even delete em in level edit, i select em and press Del on my keyboard but nothing happens... And some of you are confusing me...will i need any other program to do what i explained above other than levelEDIT? May i note i havn't a clue how to use any other program other than LevelEDIT

P.S:I will need to "MIX" the map cus 4 sum reason my NR won't let me select the isd or lsd files into the map rotation. And how do u do this?(I already got XCC Mixer, dunno how to use it)
