Subject: Helipads
Posted by The Executor on Mon, 25 Feb 2008 13:33:48 GMT
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Does anybody know where I can find the .w3d and the .gmax helipad files? As in I mean the helipad models? Or tell me how I can get them. Also does anybody know where I can get the NightRaid and NightRaid2 .lvl file?

Subject: Re: Helipads
Posted by Jerad2142 on Mon, 25 Feb 2008 14:17:07 GMT
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Check the following using w3d importer:
mghel_ag_1.w3d
mnhel_ag_1.w3d
hel_ag_exp.w3d

Subject: Re: Helipads
Posted by The Executor on Mon, 25 Feb 2008 16:42:10 GMT
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What?

Subject: Re: Helipads
Posted by renalpha on Mon, 25 Feb 2008 21:03:46 GMT
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i would recommend you to teach this sutff yourself instead of asking every single thing,

renhelp.net helped me a lot

Subject: Re: Helipads
Posted by The Executor on Tue, 26 Feb 2008 20:38:52 GMT
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They have a tutorial on how to get helipads to work but not how to actually find the helipad files.

So thoes files are in the always.dat?

Subject: Re: Helipads
Posted by cnc95fan on Tue, 26 Feb 2008 20:45:01 GMT
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Yes.

Subject: Re: Helipads
Posted by Reaver11 on Tue, 26 Feb 2008 21:16:07 GMT
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Jerad Gray wrote on Mon, 25 February 2008 08:17Check the following using w3d importer:
mghel_ag_1.w3d
mnhel_ag_1.w3d
hel_ag_exp.w3d

Arent these only the aggregates of the helipads?

Subject: Re: Helipads
Posted by crazfulla on Wed, 27 Feb 2008 01:33:09 GMT
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File Attachments
1) helipads.gmax, downloaded 173 times
2) helipads.jpg, downloaded 603 times

Subject: Re: Helipads
Posted by Gen_Blacky on Wed, 27 Feb 2008 04:21:29 GMT
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Reaver11 wrote on Tue, 26 February 2008 15:16Jerad Gray wrote on Mon, 25 February 2008 08:17Check the following using w3d importer:
mghel_ag_1.w3d
mnhel_ag_1.w3d
hel_ag_exp.w3d

Arent these only the aggregates of the helipads?

yes , hel_ag_exp.w3d is explosion animation or destroyed model.

Subject: Re: Helipads
Posted by crazfulla on Wed, 27 Feb 2008 13:54:52 GMT
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^ Above download has proxies for them.

Subject: Re: Helipads
Posted by cAmpa on Wed, 27 Feb 2008 15:02:58 GMT
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> question, is the GDI heliped w3d file somewhere in renegade?
always.dat or in a map?

Found only the Nod heli ped stuff.

Subject: Re: Helipads
Posted by mrÃ£Ã§Ä·z on Wed, 27 Feb 2008 15:06:09 GMT
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cAmpa wrote on Wed, 27 February 2008 23:02> question, is the GDI heliped w3d file somewhere
in renegade?
always.dat or in a map?

Found only the Nod heli ped stuff.

Theres no GDI Helipad, only the Model of the Nod Helipad.

enc_nhel

Subject: Re: Helipads
Posted by cAmpa on Wed, 27 Feb 2008 15:08:16 GMT
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Crap WW.
I think same is with the Silo, found only the Nod one.

Subject: Re: Helipads
Posted by The Executor on Wed, 27 Feb 2008 16:32:31 GMT
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Then how did we get the GDI one? We just applied the GDI logo and for the silo added the GDI

base colorus?

Also can somebody post the silos.gmax file? and ty for the helipads.

And why worry about the GDI helipad.w3d? He already posted the .gmax file for BOTH helipads (GDI and NOD)

Subject: Re: Helipads
Posted by The Executor on Wed, 27 Feb 2008 16:35:23 GMT
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Gen_Blacky wrote on Tue, 26 February 2008 22:21Reaver11 wrote on Tue, 26 February 2008 15:16Jerad Gray wrote on Mon, 25 February 2008 08:17Check the following using w3d importer:
mghel_ag_1.w3d
mnhel_ag_1.w3d
hel_ag_exp.w3d

Arent these only the aggregates of the helipads?

yes , hel_ag_exp.w3d is explosion animation or destroyed model.

Yes okay but isent the others just like the outer rim the aggregates not the full helipad.

Subject: Re: Helipads
Posted by cAmpa on Wed, 27 Feb 2008 19:02:56 GMT
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I want to use Silo's and heli peds only Serverside, without new maps or client modification.

Subject: Re: Helipads
Posted by Reaver11 on Wed, 27 Feb 2008 20:15:52 GMT
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Set a silo model as vehicle \ object and then script it with the money generate script.

Subject: Re: Helipads
Posted by Gen_Blacky on Thu, 28 Feb 2008 04:01:26 GMT
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cAmpa wrote on Wed, 27 February 2008 13:02I want to use Silo's and heli peds only Serverside, without new maps or client modification.

---

there are no silos in the always.dat only the exploding animation , no silos where used in any of the Westwood maps.

Question is snow a Westwood map ? or is there silo in single player.

I don't know if its possible to make a duplicate of (enc_nhel.w3d) nod heli in objects and then change the texture name (hnd_heli.dds) of one of presets using scripts and still being server side. Then you would still have to have people download the texture. I don't think gdi heli pad texture is in always.

Please tell me if this would work ?

Subject: Re: Helipads
Posted by jonwil on Thu, 28 Feb 2008 07:56:45 GMT
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There are silos in the nod base infiltration map (with the crashed spaceship) over near the airstrip and also on at least one other single player map, the name of which escapes me.


Subject: Re: Helipads
Posted by Veyrdite on Thu, 28 Feb 2008 08:32:46 GMT
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End of M02 there's some nod silos.

EDIT:

File Attachments
1) LE_M02_NodSilo.jpg, downloaded 491 times
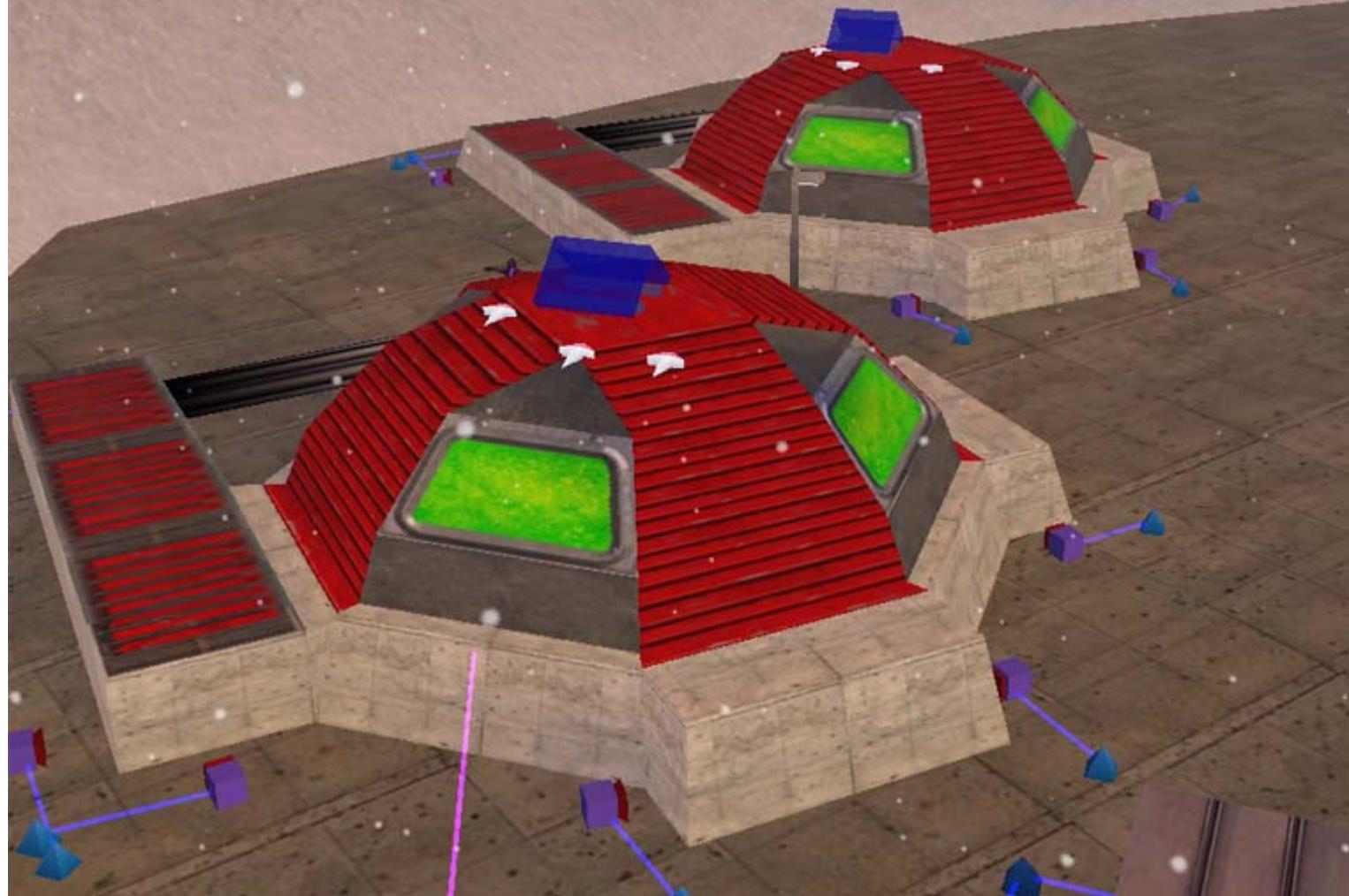
2) LE_M02_NodSilo_thumb.jpg, downloaded 495 times

3) LE_M02_NodSilo_02.jpg, downloaded 491 times

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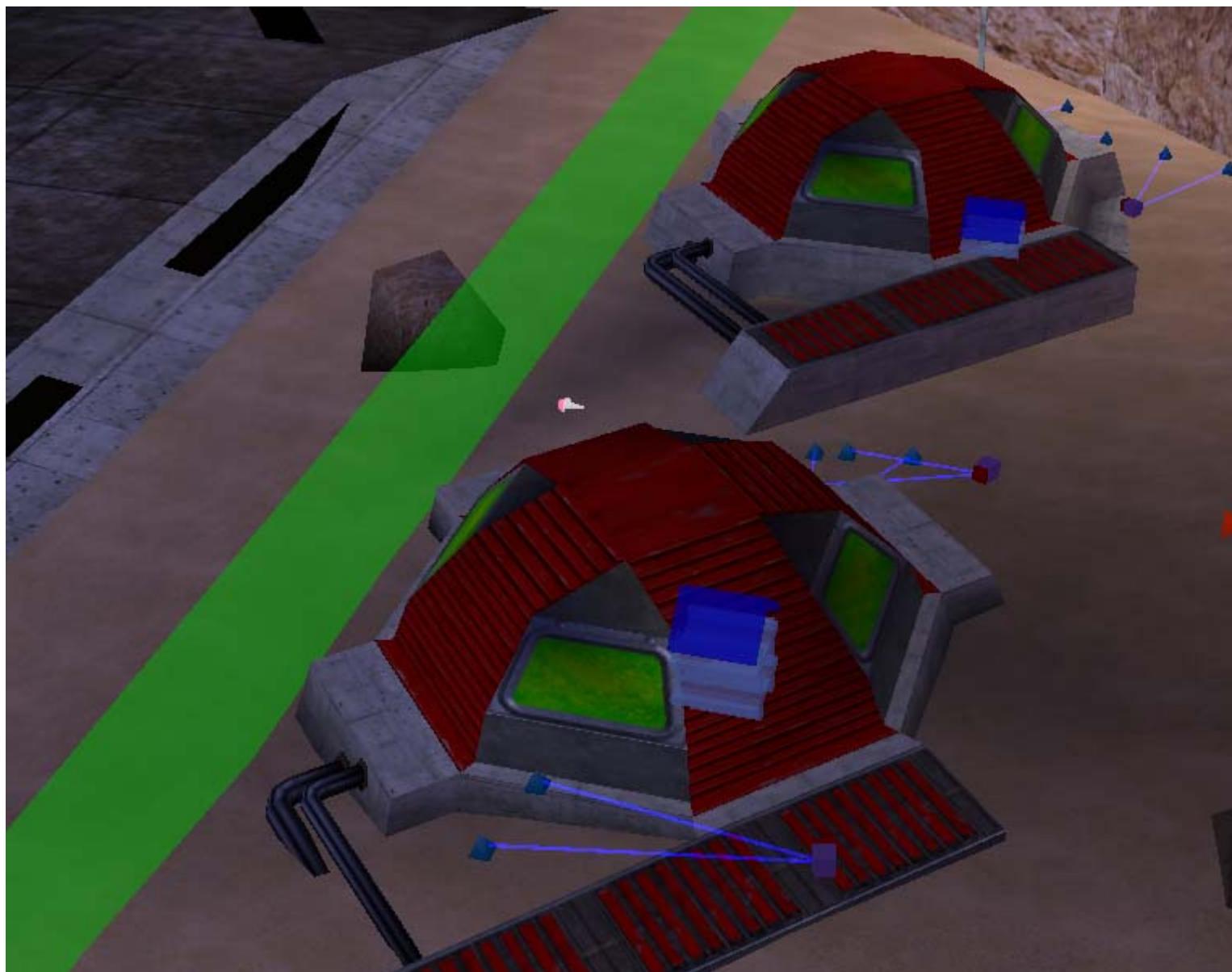
4) LE_M02_NodSilo_thumb_02.jpg, downloaded 481 times

M10 Nod Silos
Click to enlarge

Subject: Re: Helipads
Posted by The Executor on Thu, 28 Feb 2008 11:01:19 GMT
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Or you could go to renhelp and get the "AlternateMPbuildings" pack and export he silo from there.

I have the silo attached below. Its the advanced one. Windows are a bit messed up sorry (Could be fixed by a simple texture change)

File Attachments
1) Silo.jpg, downloaded 501 times

File   Edit   View   Object   Vis   Pathfinding   Lighting   Sounds   Camera   Strings   Presets
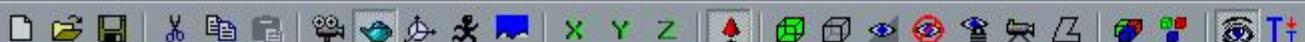
Picked model: BUILDINGICON
Picked model: BUILDINGICON
TimeManager::Update: warning, frame 8718 was slow (3756 ms)

Ready   Skirmish00

2) enc_nsil.w3d, downloaded 191 times