Subject: Refinery Animation
Posted by DL60 on Wed, 16 Jul 2008 11:01:44 GMT
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As you I know City2 will be a part of the TT patch and for this patch release I fixed and added some things from time to time in the past months.

But there is a problem which still remains: The unload-animation of the Nod refinery doesn't work when the harvester unloads its tiberium.

I nearly tried everything to fix that: exported the terrain again, exported with new ref, removed/re-added building controller, moved the unload point dummy around, changing waypaths, added blockers, recalculated pathfind sectors... nothing helped.

Subject: Re: Refinery Animation
Posted by mrÃ£Ã§Ä·z   on Wed, 16 Jul 2008 13:33:19 GMT
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Lass ma stecken is schon OK

Subject: Re: Refinery Animation
Posted by Veyrdite on Thu, 17 Jul 2008 02:39:35 GMT
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Download a the same standard buildings from another Renegade website - preferable the proxy buildings from RenHelp.

Subject: Re: Refinery Animation
Posted by DL60 on Thu, 17 Jul 2008 13:51:13 GMT
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By the way: When I replace the ref with a new one, will this affect the VIS?

Subject: Re: Refinery Animation
Posted by Veyrdite on Thu, 17 Jul 2008 23:09:14 GMT
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DeathLink6.0 wrote on Thu, 17 July 2008 23:51By the way: When I replace the ref with a new one, will this affect the VIS?
Keep the old vis sectors if the new ref doesn't have them.
The building's geometry should be near-exactly the same.