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Subject: Serverside ramps

Posted by [Slave](#) on Fri, 01 Aug 2008 20:51:43 GMT

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So I was trying to add some serverside tile ramps to C&C\_Walls the other day.

I than placing the .ldd file in the host's data folder.

Now, when joining as a normal player, I cannot see the ramps, but I do warp up them, where they are supposed to be. So on the server the ramps are there, but the client doesnt see them.

How to fix.

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Subject: Re: Serverside ramps

Posted by [\\_SSnipe\\_](#) on Fri, 01 Aug 2008 20:55:41 GMT

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tiles dont show up serverside correct?

you just have to get another preset and change its model to what ever the ramps models are

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Subject: Re: Serverside ramps

Posted by [Slave](#) on Fri, 01 Aug 2008 20:58:09 GMT

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Ah yes. Does anyone know of any presets fit for this purpose?

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Subject: Re: Serverside ramps

Posted by [BlueThen](#) on Fri, 01 Aug 2008 21:35:56 GMT

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Large\_Blocker is good when it comes to this, you do need to set it visible, and use the objects file in your server data.

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Subject: Re: Serverside ramps

Posted by [Sn1per74\\*](#) on Sat, 02 Aug 2008 05:16:30 GMT

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BlueThen wrote on Fri, 01 August 2008 16:35 Large\_Blocker is good when it comes to this, you do need to set it visible, and use the objects file in your server data.  
Except you can't make a ramp with them serverside

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They appear at 90 degree angles even though they may not be, so therefore people will get confused.

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Subject: Re: Serverside ramps  
Posted by [renalpha](#) on Sun, 03 Aug 2008 10:50:05 GMT  
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replace a objects model to this ramp

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