
Subject: PT

Posted by [samous](#) on Sat, 13 Sep 2008 00:07:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

Okay, I have been working on PTs (they still suck, but keep in mind I brand new at this), and I want to install them/try them out. Here is a picture of a generic GDI pt:

Not one of the best, but it works. All I want to know is what should I call the file (.w3d I think) to get it to work. NOTE: I'M NOT EDITING DDS FILES, JUST W3D FILES!

=Samous

File Attachments

1) [GDI_Generic_pt.bmp](#), downloaded 454 times

Subject: Re: PT

Posted by [Veyrdite](#) on Sat, 13 Sep 2008 04:32:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

You have to replace several W3D files, as each building has its own PT aggregate

Subject: Re: PT

Posted by [Di3HardNL](#) on Sat, 13 Sep 2008 07:00:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

Open for example mgbar_ag_2.w3d in RenX. That is the original file for the barracks purchase terminals.

Just replace the original ones. Only normally when the building gets hit you will see damage-emitters (fire, smoke) You would have to re-create them if you still want to keep those. And another issue with it, I don't know how to fix is that when the building dies the inside of the bar will still be green instead of red.

Kind of annoying Good luck tho

Subject: Re: PT

Posted by [samous](#) on Sun, 14 Sep 2008 03:16:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

I know what to do, I just need the names of the .w3d files that the pt's are called. I want to put my custom pts in different buildings, so I need to know ALL of the names. If you even have just one name, could you post it here?

=Samous

Subject: Re: PT
Posted by [Di3HardNL](#) on Sun, 14 Sep 2008 09:01:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just open all the w3d's that start with mg (for gdi) or mn (for nod) in w3dviewer. then you will know the filenames..

Subject: Re: PT
Posted by [samous](#) on Sun, 14 Sep 2008 23:08:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

BUT IT TAKES ALOT OF WORK!

=SAMOUS

EDIT: sry, my caps was on...

Subject: Re: PT
Posted by [samous](#) on Mon, 15 Sep 2008 03:27:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have a glitch, my .gmax files won't open in renx... could some one convert these for me!?

FOR SOME REASON, EVERY TIME I TRY TO UPLOAD, IT WILL SAY THIS PAGE DOES NOT EXIST... CAN SOME ONE MAKE SOME PTS FOR ME? (CUSTOM)

Subject: Re: PT
Posted by [Di3HardNL](#) on Mon, 15 Sep 2008 15:08:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

I am affraid nobody is gonna make them for you.. really, it isnt hard to find all files and it doesnt take alot time :S

Subject: Re: PT
Posted by [samous](#) on Mon, 15 Sep 2008 23:07:20 GMT

What i ment was, i whanted to see some one that have already been made, see what i should look up to, at lesast ntill i fix this upload thingy.

Description of w3d [roblem:

I opened a ADCC PT file i got, and editied it (it was in gmax format), then saved it i gmax. Then I opened up renx, and just exported them into w3d files. When I when into the barr, all the pt's where invisable. Help?

also, when i said it takes work, i ment time.time i don't have b/c i still am in school, and i get TONS of homework.
