Subject: Flag w3d
Posted by ErroR on Sat, 27 Feb 2010 14:27:12 GMT
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Does anybody know the w3d that the flag(s) use? i already asked this but can't find the thread to bump. Got some replacements ready just need the name of the w3d

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Subject: Re: Flag w3d
Posted by reborn on Sat, 27 Feb 2010 15:33:32 GMT
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vloktboky wrote on Sun, 15 February 2004 18:36It's the marker flag. Its Preset is Object -> Simple -> Marker Flag, w3d file is o_flag.w3d.

Valentine wrote on Sun, 15 February 2004 20:45The marker flag was meant to be used to flag off areas in LE that needed attention.

Subject: Re: Flag w3d
Posted by ErroR on Sat, 27 Feb 2010 15:40:12 GMT
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ok, thanks

Subject: Re: Flag w3d
Posted by ErroR on Mon, 01 Mar 2010 19:52:55 GMT
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I'm a little bit confused, there are 2 flags and 1 w3d.. how to make replacements

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Subject: Re: Flag w3d
Posted by danpaul88 on Mon, 01 Mar 2010 21:24:18 GMT
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If both flag presets use the same W3D file then you can only update both of them at the same time, not individually.

Subject: Re: Flag w3d
Posted by ErroR on Mon, 01 Mar 2010 21:33:24 GMT
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danpaul88 wrote on Mon, 01 March 2010 23:24If both flag presets use the same W3D file then you can only update both of them at the same time, not individually.
i don't have acces to LE i think i saw the texture once.. it had both textures on it. But i want to make something similar, 1 w3d and 2 textures. I still have no idea how to do it, how to combine the textures etc. Any help?

File Attachments
1) Briefcase_v2.png, downloaded 624 times

Subject: Re: Flag w3d
Posted by reborn on Tue, 02 Mar 2010 07:38:18 GMT
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I have only ever seen One flag, but Two pedestals. What flags are you talking about?

Subject: Re: Flag w3d
Posted by Reaver11 on Tue, 02 Mar 2010 08:44:56 GMT
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He is talking about the leveleditor presets -> Object -> Simple -> CTF_objects.
In there are two flag presets (which have the model of the capbed)

If you want to use those presets then I guess you need to change the ctfscript?
Since currently there is just one flag in use. (markerflag)

I do believe you can change the w3d server-side of the two flags yet everyone will need to download your model.

Subject: Re: Flag w3d
Posted by IAmFenix on Thu, 04 Mar 2010 22:42:03 GMT
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ErroR wrote on Mon, 01 March 2010 16:33danpaul88 wrote on Mon, 01 March 2010 23:24If both flag presets use the same W3D file then you can only update both of them at the same time, not individually.
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Hmm...wonder where I've seen that before. Also, I don't think it's possible, so you'll have to have a neutral team briefcase/plain briefcase.

Subject: Re: Flag w3d
Posted by ErroR on Sat, 06 Mar 2010 14:01:28 GMT
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IAmFenix wrote on Fri, 05 March 2010 00:42ErroR wrote on Mon, 01 March 2010 16:33danpaul88 wrote on Mon, 01 March 2010 23:24If both flag presets use the same W3D file then you can only update both of them at the same time, not individually.
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Hmm...wonder where I've seen that before. Also, I don't think it's possible, so you'll have to have a neutral team briefcase/plain briefcase.
Team fortress 2 briefcase but with a modified texture   Also i don't really see the point of having a neutral one. I'll try to find a way once i get level edit to work

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Subject: Re: Flag w3d
Posted by IAmFenix on Sat, 06 Mar 2010 15:50:57 GMT

ErroR wrote on Sat, 06 March 2010 16:01
Team fortress 2 briefcase but with a modified texture   Also i don't really see the point of having a neutral one. I'll try to find a way once i get level edit to work
I've played TF2, I tried to put some sarcasm, but as we all know, sarcasm doesn't translate well over text. But I don't think you can get this to work without having a custom objects.ddb in your data folder, which we all know Renegade server mods despise.

Subject: Re: Flag w3d
Posted by ErroR on Sat, 06 Mar 2010 16:24:51 GMT

IAmFenix wrote on Sat, 06 March 2010 17:50ErroR wrote on Sat, 06 March 2010 16:01
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i don't think i should require a objects.ddb, anyway i'll post if i get any results

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Subject: Re: Flag w3d
Posted by ErroR on Fri, 21 May 2010 13:43:44 GMT

So... can anybody try to port them ingame (they haz plecos)? LE just crashes all the time

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