
Subject: I feel bad asking this...

Posted by [JasonKnight](#) on Tue, 09 Mar 2010 16:31:52 GMT

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I am working on some server side modifications for one of the servers I run. I am working on adding in Nod Turrets, GDI Guard Towers, but also changed some of the settings to the Gun and Cannon emplacements to give the opposing team a similar effect.

Gun Emplacement for Nod to be more Anti Infantry
Cannon Emplacement for GDI to be more Anti Tank
and Sam sites for Both.

I have tried both just placing them on the maps in Level Edit and using the appropriate spawners.

I have the scripts on them that are needed

Turrets, Guard Towers, Gun and Cannon emplacements use the JWL_Base_Defense_No_VOTL (or something similar)

and the sam sites use the (VOTL_Only)

The problem that I am having is getting the GDI Cannon Emplacement, NOD Gun Emplacement, and GDI Sam Site to stay on the maps once they start.

Once the map starts you hear a few things blow up around you. The things blowing up are in fact those three things. The GDI Cannon, NOD Gun and GDI Sam. That is the first problem.

Second problem is that even though they have exploded and you think they are destroyed something invisible still fires. Cant hear it, Cant see it, But still shoots at you and you take damage.

I need help getting these three things to stay spawned on the maps.

Thanks.

the Scripts in use are

JWL_Base_Defense_No_VOTL

JWL_Base_Defense_VOTL-Only

M00_Disable_Transition

I have spent the past day trying to figure this out. Searched at renegadehelp.com searched on here at older posts, even looked through some of my older thread since I had this problem before. I guess I figured it out once before, but now idk... what is mentioned in my older threads isnt fixing it --

Subject: Re: I feel bad asking this...

Posted by [JasonKnight](#) on Tue, 09 Mar 2010 16:58:28 GMT

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never fails... the second I make a post about it... it works...

now gotta fix the double obby shot that is happening now :-/

Ok... I have my modified objects.gm(ddb) file in the data folder... along with the modified map ldd file.

Now, on maps that I set with the modified ldd file the obby (agt might be as well, dunno yet) the obby is shooting 2 times per load. but maps that do not have a modified ldd file the obby shoots once per load. any idea's how to fix this? kinda makes nod a bit overpowered on all maps with an obby, lol

Subject: Re: I feel bad asking this...

Posted by [JasonKnight](#) on Wed, 10 Mar 2010 21:36:57 GMT

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so no one has any idea why the obby would double shoot?

Subject: Re: I feel bad asking this...

Posted by [reborn](#) on Wed, 10 Mar 2010 22:04:28 GMT

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Two controllers?

Subject: Re: I feel bad asking this...

Posted by [Sladewill](#) on Wed, 10 Mar 2010 22:07:41 GMT

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edit the controller or weapon from level edit giving it more than one shot?

Subject: Re: I feel bad asking this...

Posted by [JasonKnight](#) on Wed, 10 Mar 2010 23:16:15 GMT

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here is what I did.

I used the LevelReEdit program to extract the files from the map.mix files so when I would go in to mod the maps all of the way points and spawners were already in place.

All I did in the I used my modified Objects.gm(ddb) file to add in new automated defences and different weapon spawns and thats it. If i could find the controllers for the obby I would check them, but I cant even find 1 controller on the obby let alone 2. every other building shows their controller but where is the obby one hidden at?

Subject: Re: I feel bad asking this...

Posted by [crazfulla](#) on Mon, 29 Mar 2010 07:49:25 GMT

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go to the instances tab in level edit then expand the buildings icon then pick a subcategory (obelisk is under "Generic Building" its called "mp_Nod_Obelisk"). If you see two obelisk controllers in the list, delete one. You may also consider checking for duplicates of other tiles such as doors etc. Level Redit is prone to creating duplicate tiles.
