
Subject: Need Help

Posted by [Generalcamo](#) on Wed, 29 Dec 2010 19:56:00 GMT

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Does anyone know how to use the Alternative MP Buildings found at <http://www.renegadehelp.net/downloads/models/Buildings/AlternativeMPBuildings.zip>? I can get some of the proxies to work, but I can't get the Door, elevator, some PT ags, and the VIS to work. I placed them all in RenX (PROPERLY, i'll post a tut on it when the main renhelp is back up, only the FTP area is working), but I can't get the proxies to work.

Subject: Re: Need Help

Posted by [Generalcamo](#) on Thu, 06 Jan 2011 01:27:12 GMT

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Sorry about the sudden Haitus, my internet was down for a while. But it's up now, and I still need help!

Subject: Re: Need Help

Posted by [Jerad2142](#) on Fri, 07 Jan 2011 00:07:04 GMT

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Proxies work by naming things as follows:

PRESETNAME~##

PRESETNAME - is the name of the preset in LE that is going to be placed on the w3d load (in your case they will probably be tiles).

~ - is just used to separate the name from the count.

- is the count of this preset, starts at 00 and +1 for every proxy of this preset type on the map.

IMPORTANT NOTE: Don't allow your preset name to be any longer than 11 (possibly 12) characters, as when it exports to w3d it will chop off any names exceeding that length, and then it will be unable to find the name of the preset, and thus won't be placed.

Subject: Re: Need Help

Posted by [Generalcamo](#) on Fri, 07 Jan 2011 00:59:39 GMT

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Wow, it was in the model itself with the doors, the exact thing I had a problem with. Thanks.

EDIT: OK, it was in the model itself, but the doors still do not load, HELP!

Subject: Re: Need Help

Posted by [Jerad2142](#) on Fri, 07 Jan 2011 01:26:12 GMT

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Please make sure the following are all correct:

- 1) Door model has been added to the presets list.
- 2) Name of the door's tile does not exceed 11 characters in length.
- 3) Proxy is named correctly and has both check boxes (Bone and geometry) checked in Gmax.
- 4) Proxy is placed on the level in Gmax in the correct location and rotation.
- 5) Level has been exported and Level Editor has been exited and reloaded to make sure any proxy's load (This is important, just closing the level and then reloading it will not load changes made to the W3D, level edit must be complete exited every time you export changes to a previously loaded W3D).

If all else fails, try making the Door's preset in level editor and make sure its visible.

Subject: Re: Need Help

Posted by [Generalcamo](#) on Fri, 07 Jan 2011 12:41:57 GMT

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I found another, hopefully working source of the alternate MP buildings at the westwood FTP area, in the buildings.zip, if that fails, I could place the doors and elevators manually. I would need to redo the W3D anyway, as the textures are messed up.

Subject: Re: Need Help

Posted by [Altzan](#) on Fri, 07 Jan 2011 16:34:52 GMT

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If all else fails, I can try uploading mine for you (by mine I mean the ones I have, not ones I made myself). I've used them recently and they work, so if they fail for you then it's something on your end.

Subject: Re: Need Help

Posted by [Generalcamo](#) on Sat, 08 Jan 2011 03:14:08 GMT

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Hand me it please, also tell me what to do in level editor to make them work please?

EDIT: Are they the buildings that have the underground areas? The Alternative MP buildings OR Single Player Buildings?

Subject: Re: Need Help

Posted by [Altzan](#) on Sat, 08 Jan 2011 03:24:40 GMT

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Sorry, I misread your post... I don't have the alternative MP buildings. Just the regular ones.
