Subject: Changing the harvester to another preset in a mix
Posted by rrutk on Mon, 03 Oct 2011 13:20:38 GMT

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Changing the harvester to another preset in a pkg worked fine, simply modified the preset.

In a mix I had to temp a new harv preset.

I also changed the link in the settings for the refinery building to the new harv preset.

but at strip/WF still the old harv is delivered ?!

Some ideas?

Subject: Re: Changing the harvester to another preset in a mix
Posted by danpaul88 on Mon, 03 Oct 2011 15:01:34 GMT

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You can't modify objects.ddb in a mix file. You will have to temp both the harvester preset and the refinery controller, then use your temped controller (with the temped harvester preset in its settings) on the buildings instead of the stock one.

That should do the trick

Subject: Re: Changing the harvester to another preset in a mix
Posted by rrutk on Mon, 03 Oct 2011 15:12:56 GMT

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danpaul88 wrote on Mon, 03 October 2011 08:01You can't modify objects.ddb in a mix file. You will have to temp both the harvester preset and the refinery controller, then use your temped controller (with the temped harvester preset in its settings) on the buildings instead of the stock one.

That should do the trick

No, I did this (both are temped, I wrote this in my posting...)

Subject: Re: Changing the harvester to another preset in a mix
Posted by Gen_Blacky on Mon, 03 Oct 2011 16:12:40 GMT

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rrutk wrote on Mon, 03 October 2011 08:12danpaul88 wrote on Mon, 03 October 2011 08:01You can't modify objects.ddb in a mix file. You will have to temp both the harvester preset and the

refinery controller, then use your temped controller (with the temped harvester preset in its settings) on the buildings instead of the stock one.

That should do the trick

No, I did this (both are temped, I wrote this in my posting...)

you did it wrong then

Subject: Re: Changing the harvester to another preset in a mix
Posted by rrutk on Mon, 03 Oct 2011 17:10:12 GMT
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seems to be, but what exactly?

after temping all and re-making the building controllers&car makers the OLD harv appears hanging in the air.

may be a problem, old and new model have the same w3d-name?

Subject: Re: Changing the harvester to another preset in a mix
Posted by Jerad2142 on Mon, 03 Oct 2011 22:04:18 GMT
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rrutk wrote on Mon, 03 October 2011 11:10seems to be, but what exactly?

after temping all and re-making the building controllers&car makers the OLD harv appears hanging in the air.

may be a problem, old and new model have the same w3d-name?
Delete your temp and place it again if you updated it's preset after placing it, the level itself likes to keep random information just to piss us off at times (I'm getting the same issue as we speak).

And even if you don't think you did just delete the temp that you placed on the level and re-place it for good measure.

Subject: Re: Changing the harvester to another preset in a mix
Posted by danpaul88 on Mon, 03 Oct 2011 23:36:49 GMT
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Deleting building controllers often seems a bit glitchy, I find it works best if you delete them, save the level, close LE, reopen LE and your level and then place your new controllers before saving again.

Also, your first post was not clear to me if you temped just the harvester or the controller as well, hence my previous post.

EDIT: Fix some phone keyboard auto-correct fail

Subject: Re: Changing the harvester to another preset in a mix
Posted by rrutk on Tue, 04 Oct 2011 09:21:55 GMT
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thx for the infos.

I will try this.

by the way, is there a way to replace ref and WF/strip building controllers and carmakers without loosing the calculated waypath sectors?

Subject: Re: Changing the harvester to another preset in a mix
Posted by danpaul88 on Tue, 04 Oct 2011 15:23:30 GMT
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Waypaths are not deleted unless you explicitly delete them, they are independent of building controllers.