Subject: Nod Obelisk Firing Two Beams
Posted by Lazy5686 on Tue, 26 Mar 2013 02:01:30 GMT
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I have a feeling this has to do with a duplicate being created by LevelRedit, I could only find one building controller however and deleting it had no effect. Any ideas?

Subject: Re: Nod Obelisk Firing Two Beams
Posted by Gen_Blacky on Tue, 26 Mar 2013 02:28:39 GMT
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I remember having that problem before with LevelRedit.
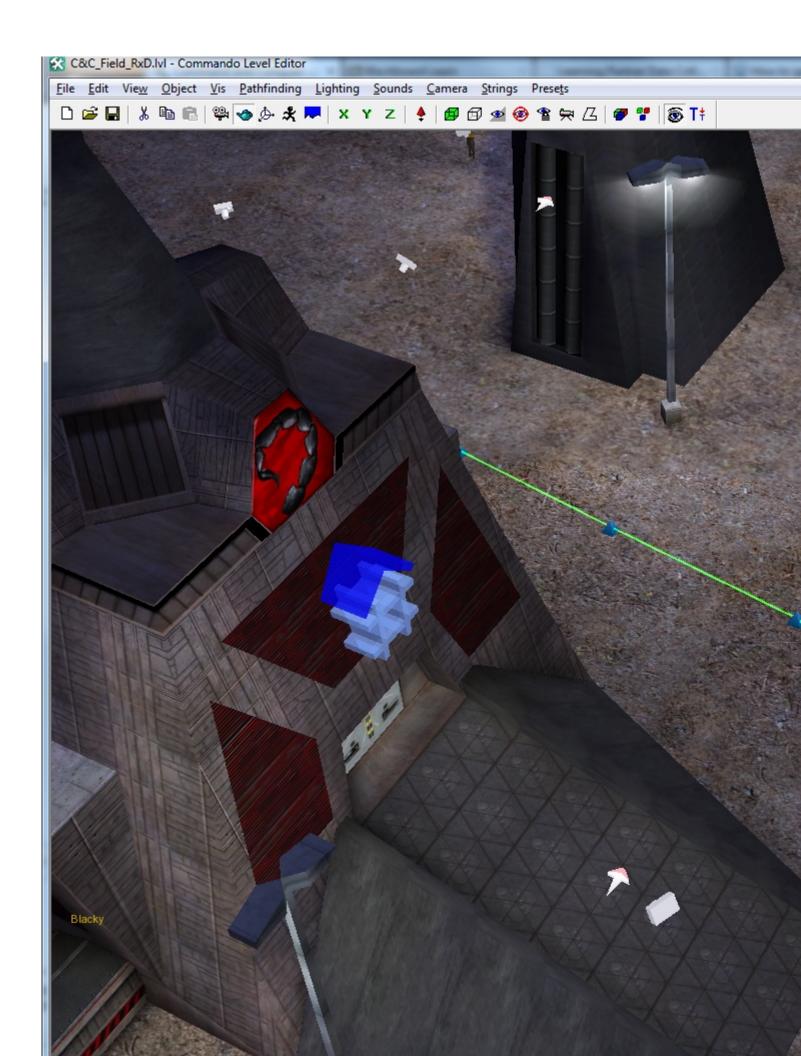Check the instances in either buildings or tiles.
LevelRedit seems to load building arrogates in tiles making duplicates sometimes.

File Attachments
1) blah.jpg, downloaded 447 times

File   Edit   View   Object   Vis   Pathfinding   Lighting   Sounds   Camera   Strings   Presets

Blacky

Subject: Re: Nod Obelisk Firing Two Beams
Posted by Lazy5686 on Tue, 26 Mar 2013 15:12:34 GMT
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I can only find one entry and that's in Buildings. It also happens to be the one I tried deleting.

EDIT: The map I'm messing with is Alpine if that helps.

Subject: Re: Nod Obelisk Firing Two Beams
Posted by iRANian on Tue, 26 Mar 2013 16:02:12 GMT
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What happens if you remove the Obelisk building controller? IIRC what I did was removing the Obelisk building controller and re-adding it.

Subject: Re: Nod Obelisk Firing Two Beams
Posted by Lazy5686 on Tue, 26 Mar 2013 17:03:21 GMT
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After deleting the building controller and creating a new one the Obelisk now fires 3 beams.

One of which appears to be from over the spot the new controller was created even though I moved it afterwards.

Subject: Re: Nod Obelisk Firing Two Beams
Posted by iRANian on Tue, 26 Mar 2013 17:15:56 GMT
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and with no building controller? lol

Subject: Re: Nod Obelisk Firing Two Beams
Posted by Lazy5686 on Tue, 26 Mar 2013 19:46:36 GMT
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With no building controller it still acts like a building and still shoots me twice.

Subject: Re: Nod Obelisk Firing Two Beams
Posted by iRANian on Tue, 26 Mar 2013 20:28:47 GMT
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When before it was three times, or is this on a new map?

Subject: Re: Nod Obelisk Firing Two Beams
Posted by Gen_Blacky on Tue, 26 Mar 2013 20:57:04 GMT
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post a fresh copy of the levelredit conversion.

C&C_Apline.lvl or what ever map it is.

Subject: Re: Nod Obelisk Firing Two Beams
Posted by Lazy5686 on Tue, 26 Mar 2013 21:54:24 GMT
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File Attachments
1) C&C_Alpine.lvl, downloaded 154 times

Subject: Re: Nod Obelisk Firing Two Beams
Posted by Gen_Blacky on Tue, 26 Mar 2013 22:18:47 GMT
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Works correctly for me.

Just generated path finding and the usual stuff.

File Attachments
1) C&C_Alpine.zip, downloaded 153 times

Subject: Re: Nod Obelisk Firing Two Beams
Posted by Lazy5686 on Wed, 27 Mar 2013 01:25:07 GMT
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I have no idea what I was doing to generate the second beam but thank you.