
Subject: mgagd_ag_2 Fix

Posted by [Gen_Blacky](#) on Mon, 10 Nov 2014 06:48:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

I fixed the floating damage decal for the multiplayer AGT.

The reason it is floating like that is because that was where the elevator for the agt was in the original buildings like seen in M00_Tutorial.

I just moved it against the wall for a fix for the stock mp agt.

You can place mgagd_ag_2.w3d in your data folder to use this fix.

If you want to use it in your new map use mgagd_ag_2_mp.w3d. Then make your agt building load it in gmax/3dsmax. Then in le make a aggregate tile for it.

File Attachments

1) [mgagd_ag_2_mpfix.zip](#), downloaded 144 times

Subject: Re: mgagd_ag_2 Fix

Posted by [jonwil](#) on Mon, 10 Nov 2014 10:21:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

Note however that servers using the TT anti-cheat will block you for having this file unless they add it to the allowed files for the anti-cheat.

Subject: Re: mgagd_ag_2 Fix

Posted by [Gen_Blacky](#) on Mon, 10 Nov 2014 17:40:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yea server owners can allow it if they want.

Intended for use in new maps.

It was bothering me to have that thing floating there haha.

Subject: Re: mgagd_ag_2 Fix

Posted by [dblancey1](#) on Tue, 11 Nov 2014 00:25:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

Gen_Blacky wrote on Mon, 10 November 2014 10:40 Yea server owners can allow it if they want.

Intended for use in new maps.

It was bothering me to have that thing floating there haha.

I will this file to our anti cheat hashes so it can be used on our server.

Subject: Re: mgagd_ag_2 Fix
Posted by [Aircraftkiller](#) on Tue, 11 Nov 2014 03:39:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

12 years too late, GJ

Subject: Re: mgagd_ag_2 Fix
Posted by [Gen_Blacky](#) on Tue, 11 Nov 2014 04:22:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Mon, 10 November 2014 20:39:12 years too late, GJ

I know right lol
