Subject: map fixes problem, please someone help
Posted by jonwil on Sun, 04 Jul 2004 06:09:49 GMT
View Forum Message <> Reply to Message

We am working on fixes for various map-related fixes (including b2b on islands, weapons factory glass and other stuff) but there is a problem.
The way we were origonally going to fix this stuff isnt working because the game doesnt pick up the mesh changes (something to do with the dynamic culling system or something)

So, anyone know a way to solve this that doesnt involve re-exporting all the maps? (which is a problem since we are doing stuff to the building interiors too like blockers to prevent vehicles from getting inside them)

Subject: map fixes problem, please someone help
Posted by Spice on Sun, 04 Jul 2004 06:30:29 GMT
View Forum Message <> Reply to Message

Hmm Try Importing the map in Gmax or 3Dsmax , then make the mesh exactly where it should be and delete the map and export the mesh. Build it in LE and it should appear in the right place. Im going to try this tomorrow.

Subject: map fixes problem, please someone help
Posted by Renardin6 on Sun, 04 Jul 2004 08:07:01 GMT
View Forum Message <> Reply to Message

I have somebody that can help you, I will contact you on msn when I am back of my job.

Subject: map fixes problem, please someone help
Posted by Jaspah on Sun, 04 Jul 2004 13:00:08 GMT
View Forum Message <> Reply to Message

You guys are taking out all the fun out of this game...

Subject: map fixes problem, please someone help
Posted by htmlgod on Sun, 04 Jul 2004 14:11:09 GMT
View Forum Message <> Reply to Message

You have a distorted sense of reality if base to base attacking constitutes 'fun.'

Subject: map fixes problem, please someone help

Posted by Renardin6 on Sun, 04 Jul 2004 14:12:55 GMT
View Forum Message <> Reply to Message

htmlgodYou have a distorted sense of reality if base to base attacking constitutes 'fun.'

Yeah, Htmlgod is right. Noob bug user... :rolleyes:

Subject: map fixes problem, please someone help
Posted by Sir Kane on Sun, 04 Jul 2004 14:42:14 GMT
View Forum Message <> Reply to Message

/me hugs W3dT00l.exe

Subject: map fixes problem, please someone help
Posted by Jaspah on Sun, 04 Jul 2004 20:27:53 GMT
View Forum Message <> Reply to Message

Some people use this for their roleplay's and stuff. Some of the bugs arn't even worth fixing.

Subject: map fixes problem, please someone help
Posted by YSLMuffins on Sun, 04 Jul 2004 22:30:59 GMT
View Forum Message <> Reply to Message

Wait, how can you fix the map without re-exporting them?

Subject: map fixes problem, please someone help
Posted by icedog90 on Sun, 04 Jul 2004 23:32:11 GMT
View Forum Message <> Reply to Message

I don't really see the sense in blocking vehicles out of the buildings. I like going in with a Hummer and killing all of the engineers that are repairing the Airstrip on C&C_Complex.

Subject: map fixes problem, please someone help
Posted by PiMuRho on Mon, 05 Jul 2004 06:50:20 GMT
View Forum Message <> Reply to Message

That's because vehicles weren't intended to go inside buildings. It's considered an exploit.

Subject: map fixes problem, please someone help

Posted by PermaGrin on Tue, 06 Jul 2004 15:05:11 GMT

what about adding things the way pedastals and flags are add in CTF maps? nothing is need to be download to play CTF.