Subject: I HAVE A PROBLEM
Posted by piotrkol1 on Fri, 15 Jul 2005 20:52:20 GMT
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well you see i am using the m06 terrain to make a roleplay map, i edited the purchase settings and the pictures inside the pts of the characters, when i exported as pkg, everything works fine, then i export as mix but none of the character/purchase settings i applied exsist

Subject: Re: I HAVE A PROBLEM
Posted by danpaul88 on Fri, 15 Jul 2005 21:57:59 GMT
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you have to create a temp of the purchase settings, editing them wont work because renegade will read the originals from always.dat when using .mix format.

Subject: Re: I HAVE A PROBLEM
Posted by piotrkol1 on Sat, 16 Jul 2005 03:47:19 GMT
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i see so when i make them the map will auto matically use the temped character settings

Subject: Re: I HAVE A PROBLEM
Posted by danpaul88 on Sat, 16 Jul 2005 07:49:38 GMT
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yes, exactly

Subject: Re: I HAVE A PROBLEM
Posted by spreegem on Sat, 16 Jul 2005 14:03:04 GMT
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Total Annihilation mod? Arm, Core? What else could it be?

Subject: Re: I HAVE A PROBLEM
Posted by danpaul88 on Sat, 16 Jul 2005 14:36:24 GMT
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you obviously missed this topic -> http://www.renegadeforums.com/index.php/t/15490/2893/

Subject: Re: I HAVE A PROBLEM
Posted by piotrkol1 on Fri, 29 Jul 2005 17:36:47 GMT
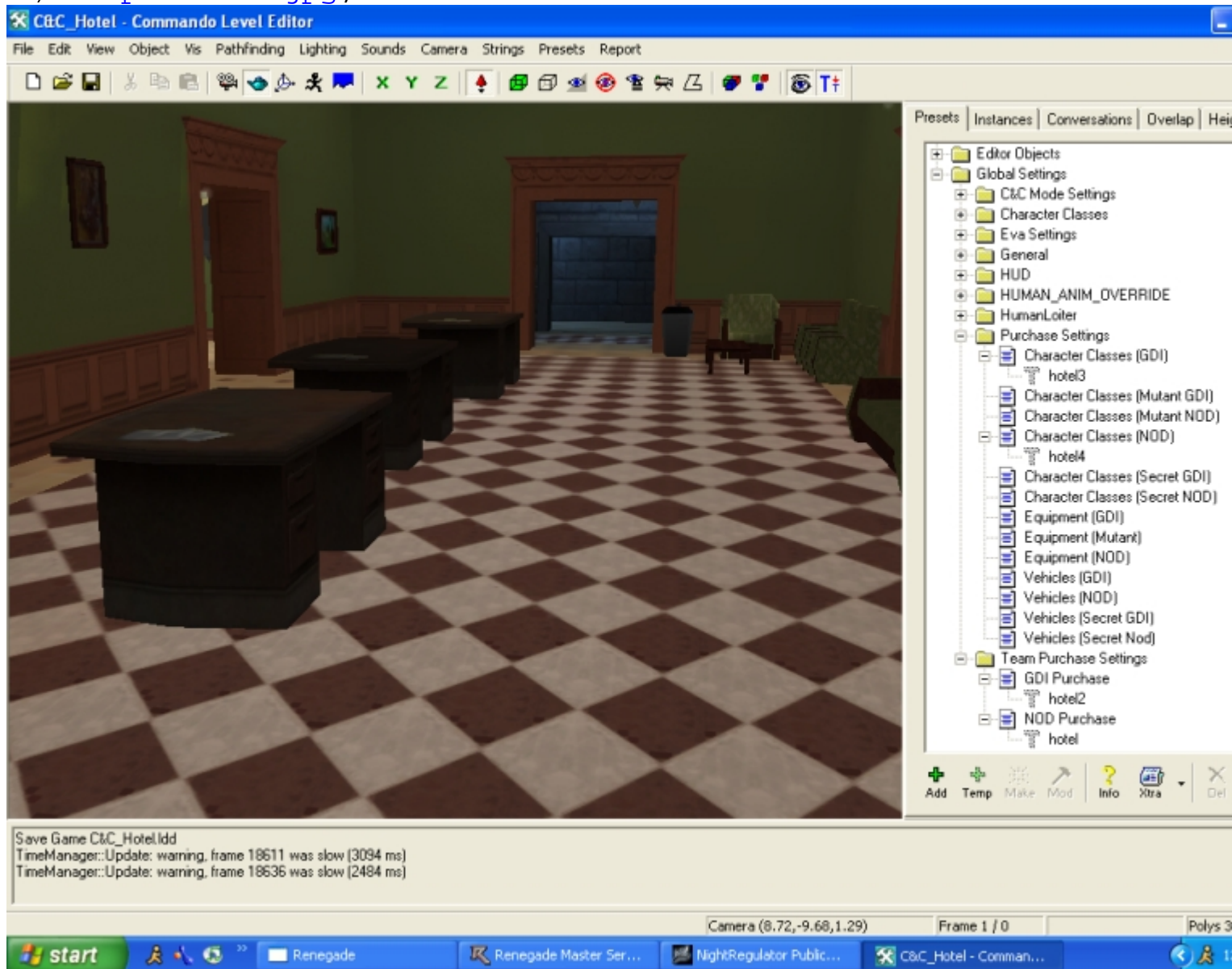View Forum Message <> Reply to Message

so like this?(look in attachments)

File Attachments
1) Clipboard01.jpg, downloaded 429 times

Subject: Re: I HAVE A PROBLEM
Posted by danpaul88 on Sat, 30 Jul 2005 14:27:41 GMT
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yes, that should do it

Subject: Re: I HAVE A PROBLEM
Posted by piotrkol1 on Sat, 30 Jul 2005 15:25:50 GMT
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the characters work now but there is still a problem...for example i replaced the shotgunner with the M04 ship captain, and i gave him a remote c4, upgraded his health and speed and so forth, these changes are not presant in the map, i went to look back for the m04 ship captain under soldier presets and it shows the changes there

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Subject: Re: I HAVE A PROBLEM
Posted by Slash0x on Sat, 30 Jul 2005 16:32:19 GMT
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There are like 3 different PCT settings:

Main PCT with the zero infantry
Infantry PCT Screen
Vehicle PCT Screen

Make sure you targetted each temp to the appropriate logic.

If you are testing as a mod package, sometimes there's a glitch within the exporting. If you have Renegade running, close that and LE down and delete your mod package file out of the data directory. Re-open LE and export, this happened to me a few times so if you constantly make changes and the changes don't take effect, this could help. Other than that, trail and error. Good luck!

I know this is a little tangent off the topic, but does anyone know about the Mutant PCTs?

Subject: Re: I HAVE A PROBLEM
Posted by piotrkol1 on Sat, 30 Jul 2005 20:34:01 GMT
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yes with the new BHS core patch in the scripts when you host a game you can hnage a player to a nuetral team, there name will appear in white.........i think i did everything u said

---

Subject: Re: I HAVE A PROBLEM
Posted by nopic01| on Sat, 30 Jul 2005 22:35:47 GMT
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weeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee

Subject: Re: I HAVE A PROBLEM
Posted by Tiberium Hunter on Sun, 31 Jul 2005 06:38:04 GMT
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nopic01| wrote on Sun, 31 July 2005 01:35weeeeeeeeeeeeeeeeeeeeeeeeeeeeeee

Spam... I hate Spam... must kill...

and I never heard there is a netural team

Subject: Re: I HAVE A PROBLEM
Posted by Slash0x on Sun, 31 Jul 2005 07:20:58 GMT
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There's the obvious:

GDI
Nod

And there's the other 2:

Civilian - Neutral party, doesn't attack GDI or Nod.
Mutant - Hostile to all.

Makes me wonder...does the Ob/AGT attack you if your neutral?

Subject: Re: I HAVE A PROBLEM
Posted by Tiberium Hunter on Sun, 31 Jul 2005 08:58:16 GMT
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Slash0x wrote on Sun, 31 July 2005 10:20There's the obvious:

GDI
Nod

And there's the other 2:

Civilian - Neutral party, doesn't attack GDI or Nod.
Mutant - Hostile to all.

Makes me wonder...does the Ob/AGT attack you if your neutral?

and which servers have thos?

Subject: Re: I HAVE A PROBLEM
Posted by Slash0x on Sun, 31 Jul 2005 14:37:29 GMT
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I don't know if servers have them, but that's what's coded into the game.

Subject: Re: I HAVE A PROBLEM
Posted by piotrkol1 on Sun, 31 Jul 2005 14:50:19 GMT
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my night regulator is capable of making somebody nuetral by using the !0wn command......now can we plz get back to the topic of this forum.....do i need to create a temp of the character?

Subject: Re: I HAVE A PROBLEM
Posted by danpaul88 on Mon, 01 Aug 2005 23:39:15 GMT
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if you want to change anything at all it must be done by making a temp and editing that. otherwise ren will use its default settings (this is for .mix maps)