Subject: Purchase Terminal Presets...
Posted by totalhavok on Thu, 05 Oct 2006 22:31:28 GMT
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I have a map, that I have tried 7 times now to export into a .mix format. The problem is I changed the PT settings in the presets to point to new/moded characters and vehicles.

Everything works right in .pkg format, but NOT in .mix
game either starts the map with no visible terrain (I'm standing in blue space, and it's hard to exit, I have to hit Escape, click quit, and press enter REALLY fast, or I'll just stand there),
Or the game just crashes out to the desktop, and wants to send microsoft an Error Report.

All Other Changes to the presets where TEMPed!

How do I change the PT settings to point to them while still being able to export to a .mix format?????

Subject: Re: Purchase Terminal Presets...
Posted by Whitedragon on Thu, 05 Oct 2006 22:35:00 GMT
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Temp the PT settings like you did with the other presets.

Subject: Re: Purchase Terminal Presets...
Posted by totalhavok on Fri, 06 Oct 2006 12:58:58 GMT
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Whitedragon wrote on Thu, 05 October 2006 18:35Temp the PT settings like you did with the other presets.

Ok, will the new PT_Settings, temps be used at the PTs I placed around the map already or, will I need to temp some new Player PTs that are linked to the new Temped PT Settings as well?

In other words will the Temp PT setting over ride the Exisiting PT presets? Or do I need to change some other things?

Subject: Re: Purchase Terminal Presets...
Posted by danpaul88 on Fri, 06 Oct 2006 15:31:03 GMT
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temped PT's always override the default ones

Subject: Re: Purchase Terminal Presets...
Posted by crazfulla on Sat, 07 Oct 2006 10:01:55 GMT
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two important things to remember:

1. Temp everything, dont make or mod existing presets.
2. You dont have to make a new topic for every question.