Subject: Ran into big problem...
Posted by piotrkol1 on Tue, 26 Dec 2006 03:54:27 GMT
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So anyways I was makin a serverside version of M06. Above the mansion, I was makin a racetrack outta the large truck crates. It was all goin smoothly until I was about halfway done and decided to tst it in game to make sure it would fucntion well. So towards the end of it like all the crates were pushed together because I guess there is in invisble wall in the map but in level edit i could still move the boxes past it. Is there anyway I can continue to make this map?

Subject: Re: Ran into big problem...
Posted by Ryu on Tue, 26 Dec 2006 04:21:38 GMT
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Just put the Creates a little bit more into the map, Maybe just above the mansion is fine.

Subject: Re: Ran into big problem...
Posted by Canadacdn on Tue, 26 Dec 2006 04:23:12 GMT
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Yes, you can. In Leveledit, go to the "edit" menu and select "terrain selectable". Select where the invisible wall is and hit the delete key. Go to the edit menu and disable selectable terrain again. Save.

Keep in mind that you will now need the .ldd and .lsd files to play the map serverside now.

Subject: Re: Ran into big problem...
Posted by piotrkol1 on Tue, 26 Dec 2006 04:29:33 GMT
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Canadacdn wrote on Mon, 25 December 2006 22:23Yes, you can. In Leveledit, go to the "edit" menu and select "terrain selectable". Select where the invisible wall is and hit the delete key. Go to the edit menu and disable selectable terrain again. Save.

Keep in mind that you will now need the .ldd and .lsd files to play the map serverside now.
Alright thanks a lot I'll try that!

Subject: Re: Ran into big problem...
Posted by piotrkol1 on Tue, 26 Dec 2006 04:40:59 GMT
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Alright well I tried that but I don' think its working.   If you could please look at it, I have the whole

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mod folder in attachments. When it opens up you should see the end of the track so far. And if you try to move one of the crates forward with drop to ground enabled you can't. With drop to ground disabled you can move it but then in the game it gets messed up like I stated above. Thanks so much!

Subject: Re: Ran into big problem...
Posted by Canadacdn on Tue, 26 Dec 2006 04:48:54 GMT
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Nothing is attached to your post...

Subject: Re: Ran into big problem...
Posted by piotrkol1 on Tue, 26 Dec 2006 05:01:02 GMT
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Whoops yeah sorry about that, here is the link below:
http://files.filefront.com/here_it_iszip/;6421073;;/fileinfo.html

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Subject: Re: Ran into big problem...
Posted by Canadacdn on Tue, 26 Dec 2006 05:33:53 GMT
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The file is fine. You did remove the wall correctly.

Subject: Re: Ran into big problem...
Posted by piotrkol1 on Tue, 26 Dec 2006 05:52:19 GMT
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So hmmmm how come I still cant move the crate forward?

Subject: Re: Ran into big problem...
Posted by Canadacdn on Tue, 26 Dec 2006 06:02:17 GMT
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You can move it fine.
Make sure you don't have the Z, Y or X buttons pressed when you are moving stuff, make sure you are moving objects and not the camera.

Try those two things.

Subject: Re: Ran into big problem...
Posted by piotrkol1 on Tue, 26 Dec 2006 06:23:53 GMT
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Ok well I can really only move stuff forward if drop object to ground is disabled or if i make copies of things in front of eachother. So you think in game there will be no problems like before?

Subject: Re: Ran into big problem...
Posted by Canadacdn on Tue, 26 Dec 2006 06:24:51 GMT
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There shouldn't be.

Subject: Re: Ran into big problem...
Posted by piotrkol1 on Tue, 26 Dec 2006 17:45:35 GMT
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Alright, so it seems to be working for now. But, now for some reason I can't see the crates that make up the track but other ppl can. I'm hoping this is ome minor glitch and not a map problem.

Subject: Re: Ran into big problem...
Posted by piotrkol1 on Tue, 26 Dec 2006 18:35:43 GMT
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Scratch that it seems the problem still persists. I have some screen shots of what it looks like in the game and what it looks like in level edit. Notice how much longer it looks in level edit than ingame.
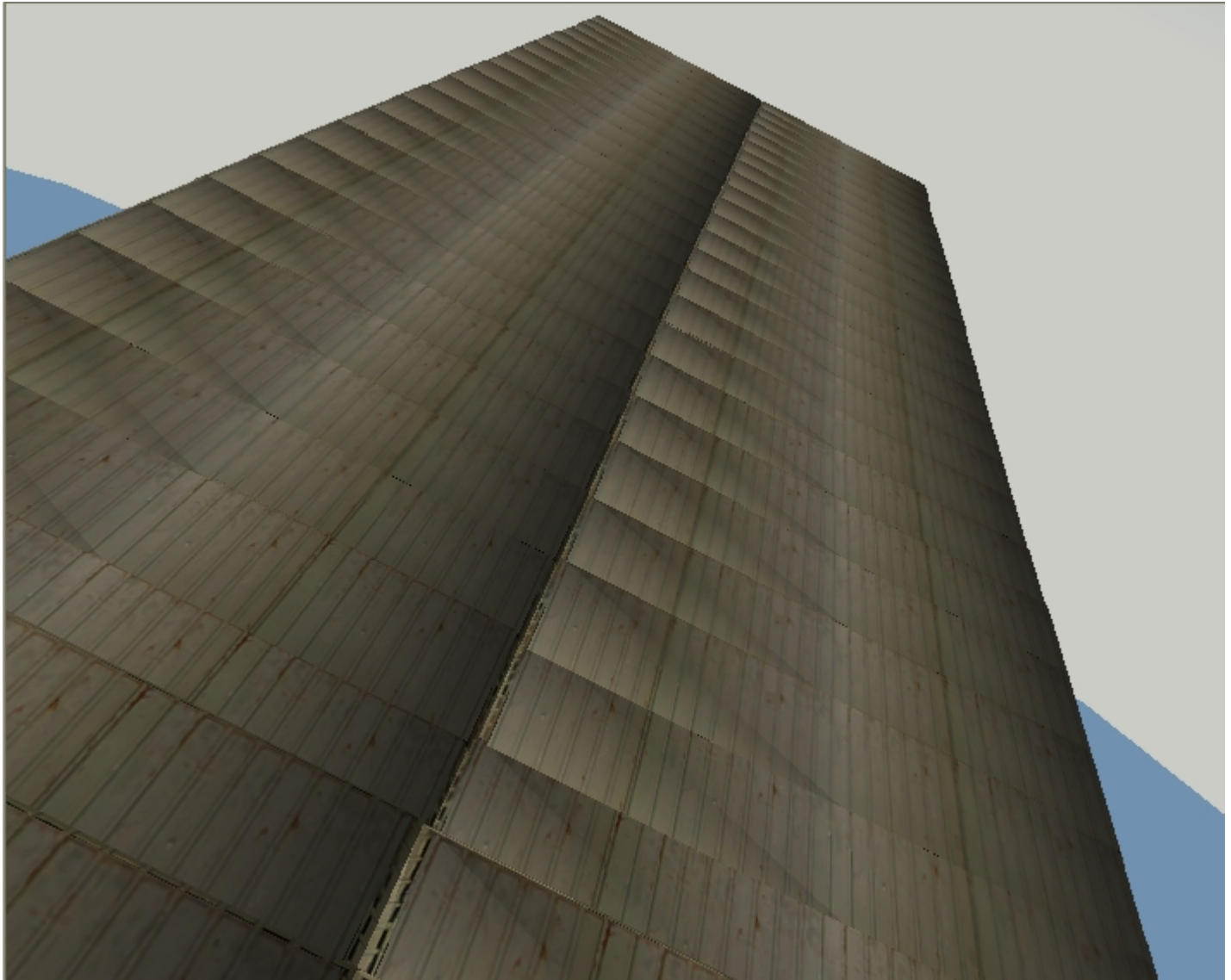
File Attachments
1) yehthth.jpg, downloaded 427 times

2) yjykguk.jpg, downloaded 405 times

edmed killed ecirpotua
edmed killed o9dieka
Host: [NR] Download this map at www.freewebs.com/bestatrenegade!!!

3) jntfgf.jpg, downloaded 418 times

Subject: Re: Ran into big problem...
Posted by Halo38 on Tue, 26 Dec 2006 23:41:31 GMT

piotrkol1 wrote on Tue, 26 December 2006 01:23So you think in game there will be no problems like before?

I've used the "terrain selectable" and deleting the mesh meathod before also, one thing I noticed if you save your work, close and load level edit again you may need to delete the mesh again as level edit seems to forget these type of adjustments and loads up the deleted mesh. Deleting meshes like this may also effect vis data, but in your case not likly

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Subject: Re: Ran into big problem...

Posted by Veyrdite on Wed, 27 Dec 2006 06:00:49 GMT
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Well done, you have just released your mod.

(you're going to have to remove it from fileplanet)

Subject: Re: Ran into big problem...
Posted by piotrkol1 on Sun, 31 Dec 2006 19:14:09 GMT
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Ok...Well now this is really pissing me off! I decided to start over except this time on M01. So I got just got done to just about the same spot where I was with M06 and guess what!? Same Problem except this time its even worse! This time you cant even move because alll of the boxes have been sqyeexed together it seems! PLZ can someone take my file, fix it, test it, and then send it back to me? I've spent a lot of time on these and come up empty handed. Thanks!!!!!!!!!!!!

Subject: Re: Ran into big problem...
Posted by piotrkol1 on Sun, 31 Dec 2006 23:37:53 GMT
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Please Someone help me!!!!!!!!!!!!

Subject: Re: Ran into big problem...
Posted by Zion on Mon, 01 Jan 2007 00:46:09 GMT
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If it is collision walls, there's nothing you can do....

Try opening the w3d file in gmax/renx and go to where you are underground and see what's there.

Subject: Re: Ran into big problem...
Posted by piotrkol1 on Mon, 01 Jan 2007 00:56:54 GMT
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Oh man you've got to be kidding me...all that hard work for not! Have any advice on how to avoid these walls on the map since they cant be seen? Does it have to do with how high I am makin the track or where on the edges on the map? Also, this may seem like a stupid question but is there anyway to select the whole track and slide the whole thing over?

Subject: Re: Ran into big problem...
Posted by Zion on Mon, 01 Jan 2007 01:08:19 GMT

No there's no way to see hidden walls in level edit and there's no way to select all of the 'track'

You may have to revert to building the track lower underground, about 1-200m down.

Subject: Re: Ran into big problem...
Posted by piotrkol1 on Mon, 01 Jan 2007 06:46:56 GMT

You think maybe if I deleted the terrain from the preset tree it could maybe work? I guess I'll have to try makin it underground this time and hopefully itll work.