
Subject: Racetrack map problem again...HELP PLZ!!!
Posted by [piotrkol1](#) on Wed, 13 Jun 2007 20:31:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well as the topic says I am having another problem with my race track maps I am making for my server side singleplayer maps. I am using M10 for this particular map. The main track is located a pretty good distance outside of the map/terrain while the spawn points are in the map and then there are teleports out to the track. So theres nothing wrong with the spawnppoints but when you teleport to that track everything is all screwed up!!! All of the crate boxes that make up the track are all out of position and smushed togher so its all very glitchy and you can't barely even move.I know that Kamuix(I think it was him) used to have a racetrack map for M06 and it was outside the map so I'd really like to know the secret and how to make these work! I've had to redo the racetrack map many times and I am always getting problem. Can someone please help me? Thanks!!!!!!!

Subject: Re: Racetrack map problem again...HELP PLZ!!!
Posted by [reborn](#) on Wed, 13 Jun 2007 20:50:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

When you have a few boxes lined up pretty decently then hold controll with the kettle tool selected (object manipulation tool) and select all the crates, then go copy/paste. They will all be line dup too, this will eliminate the need to line so many of them up so prefectly.

Subject: Re: Racetrack map problem again...HELP PLZ!!!
Posted by [piotrkol1](#) on Wed, 13 Jun 2007 21:05:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nononono, you see, making them in level edit isn't the problem. In level edit everything looks fine and dany. But when you enter the game and get teleported to the track, the whole track has been like combined into a huge mess type of thing of crates and whatever else was on the track and you can't move anywhere.

Subject: Re: Racetrack map problem again...HELP PLZ!!!
Posted by [danpaul88](#) on Wed, 13 Jun 2007 21:17:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dont know if this will help or not, but do NOT rotate anything manually using the paramaters, when it gets loaded in the game it resets the rotation to the nearest 15(?) degree interval as you would get with the normal LE rotation.

Subject: Re: Racetrack map problem again...HELP PLZ!!!
Posted by [piotrkol1](#) on Wed, 13 Jun 2007 22:21:33 GMT

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

I'm not rotating anything, everything is level.

Subject: Re: Racetrack map problem again...HELP PLZ!!!

Posted by [piotrkol1](#) on Thu, 14 Jun 2007 01:26:49 GMT

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

So does anyone else have any ideas on what I could do to make everything work ok?

Subject: Re: Racetrack map problem again...HELP PLZ!!!

Posted by [jamiejrg](#) on Thu, 14 Jun 2007 01:57:34 GMT

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

Pretty sure reborn answered your question.

Subject: Re: Racetrack map problem again...HELP PLZ!!!

Posted by [Cpo64](#) on Thu, 14 Jun 2007 03:41:32 GMT

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

how far off of 0,0,0 is your race track?

Subject: Re: Racetrack map problem again...HELP PLZ!!!

Posted by [piotrkol1](#) on Thu, 14 Jun 2007 18:07:59 GMT

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

What do those three ",o"s mean? Well the track is a pretty good ways behind the temple of nod on M10 and it continues outward.

Subject: Re: Racetrack map problem again...HELP PLZ!!!

Posted by [BlueThen](#) on Thu, 14 Jun 2007 18:20:00 GMT

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

X,Y,Z?

Subject: Re: Racetrack map problem again...HELP PLZ!!!

Posted by [Cpo64](#) on Thu, 14 Jun 2007 23:04:21 GMT

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

yes, 0,0,0 is x,y,z. Its the centre of the "world" or the 3d space in any level. If it was very far off this centre say 1000,1000,1000 it might be responsible, but as you stated this isn't the case.

Subject: Re: Racetrack map problem again...HELP PLZ!!!

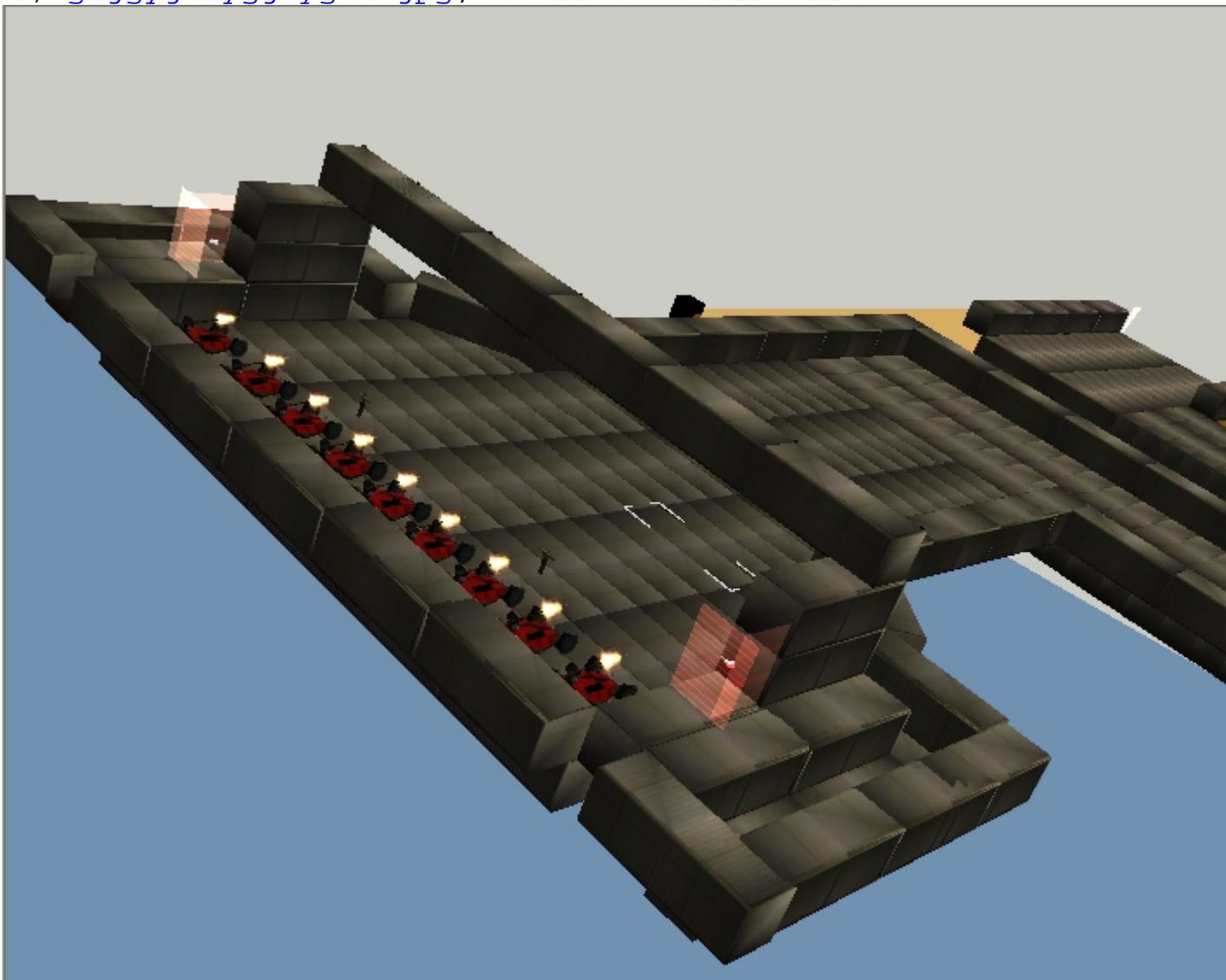
Posted by [piotrkol1](#) on Fri, 15 Jun 2007 04:52:21 GMT

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

Well picking one of the boxes from the start of the track, x-564 y-67 z-30, those are without the decimal places of course. And I'll say this again this is supposed to be server side for my FDS, not a .mix or .pkg map idk if that makes any difference but I'm running out of options here. Attached is a pic of the start of the track in level edit, it may not really mean anything but who knows maybe someone might spot something...

File Attachments

1) [ghjgyjkmygjkyguk.jpg](#), downloaded 442 times



Subject: Re: Racetrack map problem again...HELP PLZ!!!

Posted by [piotrkol1](#) on Fri, 15 Jun 2007 19:55:32 GMT

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

Ok so here are some pictures to maybe help explain it a little better...

Here is how it looks like in level edit and how it should look in game.

And here's the mess that happens in game...

Subject: Re: Racetrack map problem again...HELP PLZ!!!

Posted by [piotrkol1](#) on Sat, 16 Jun 2007 00:04:27 GMT

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

Can anyone draw anything from these pictures???
