Subject: Why dont custom models work on multiplayer
Posted by AoBfrost on Sun, 05 Aug 2007 06:14:00 GMT
View Forum Message <> Reply to Message

I was testing my light tank model, the one with the turret on the left and when i wanted to join a game online no servers would show, so i delete the w3d file and servers started showing, i put it back in, and they dont show....can anyone explain why this happens, I want to use the left turret light tank online because it looks more beta'y, anyone help?

Subject: Re: Why dont custom models work on multiplayer
Posted by cmatt42 on Sun, 05 Aug 2007 07:52:04 GMT
View Forum Message <> Reply to Message

They don't show because that's how Westwood intended it; if you have something too different from what everyone else has, you can't play in the same game.

Subject: Re: Why dont custom models work on multiplayer
Posted by Zion on Sun, 05 Aug 2007 13:22:24 GMT
View Forum Message <> Reply to Message

cmatt42 wrote on Sun, 05 August 2007 08:52They don't show because that's how Westwood intended it; if you have something too different from what everyone else has, you can't play in the same game.

If that were true there'd be no such thing as big heads or big weapons etc etc. You don't get a server listing if you have an objects.ddb file, that's all.

Subject: Re: Why dont custom models work on multiplayer
Posted by AoBfrost on Sun, 05 Aug 2007 14:54:00 GMT
View Forum Message <> Reply to Message

I dont have a .ddb file, it's a w3d file, if so then how is it that I use 1-2 custom guns, and body models before and it always worked, i tried that reborn gdi soldier and stuff and it changes the body dramatically but i still get a server listing, beta pistol which was w3d file gave me server listing still, but no beta tank? I know it works correctly because it works in practice mode and drives fine, but i think it's odd for a w3d file to stop the game from showing a server listing.

Subject: Re: Why dont custom models work on multiplayer
Posted by jamiejrg on Sun, 05 Aug 2007 16:07:56 GMT
View Forum Message <> Reply to Message

AoB you are correct. Though i don't know why yet. I think it has something to do with the core

patch, or maybe even renguard, even if you are playing without renguard but you have it installed.

Basicly, in my CP2/RG (playing with out RG enabled) Renegade this is aloud.

Guns models, (f_gm, w, w_b)
Skins, of all types etc

Things that aren't aloud
Vehc models,
Char models.

When you try to load up the advanced game listings with something i listed above under the aren't aloud section no servers will show up.

My theory. Something in core patch2 makes it so that when there is anything v_****.w3d or c_****.w3d it just cancels the online opperation. It's a simple way to stop hacking.

If there is anyone that doesn't have CP2 or RG installed try using a custom model online pls.

edit Link me to the file that actualy works online.

Subject: Re: Why dont custom models work on multiplayer
Posted by AoBfrost on Sun, 05 Aug 2007 16:30:59 GMT
View Forum Message <> Reply to Message

I think it's because of rengaurd, i'll uninstall it now, i dont use it, but in the past i always used it as a simple cp2 downloader.

Subject: Re: Why dont custom models work on multiplayer
Posted by Tunaman on Sun, 05 Aug 2007 17:13:32 GMT
View Forum Message <> Reply to Message

You won't be able to load the serverlist if you have vehicle models in your data folder.

Subject: Re: Why dont custom models work on multiplayer
Posted by AoBfrost on Sun, 05 Aug 2007 18:33:01 GMT
View Forum Message <> Reply to Message

There has to be a way, it isnt like i am cheating, all i want is just the turret to be on the left like it was in the early stages of renegade, there has to be a way to make it work.

Subject: Re: Why dont custom models work on multiplayer

Posted by Tunaman on Sun, 05 Aug 2007 21:28:21 GMT
View Forum Message <> Reply to Message

Is is possible, but I doubt you will be able to do it, sorry.

Subject: Re: Why dont custom models work on multiplayer
Posted by Cpo64 on Sun, 05 Aug 2007 23:34:13 GMT
View Forum Message <> Reply to Message

that could be considered cheating... your round will be coming out of a different place then everyone else (assuming you moved the bones)
While your .5 m difference wouldn't have effect, what if it was 10m? Or something stupid like that? Something that starts off as an innocent mod could very easily be twisted into something EVIL!!!!!

Subject: Re: Why dont custom models work on multiplayer
Posted by Slave on Mon, 06 Aug 2007 00:13:48 GMT
View Forum Message <> Reply to Message

What if... What if...

Everything could be twisted into something evil if one feels like.

I don't see how that statement contributes to the topic of getting something innocent to work.

Subject: Re: Why dont custom models work on multiplayer
Posted by AoBfrost on Mon, 06 Aug 2007 01:11:45 GMT
View Forum Message <> Reply to Message

OMG PEOPLE it isnt cheating

I posted a screenshot in another thread showing it is 100% the same as the light tank we currentsly use, but the turret is on the left side, damage points i think would be the same....

Subject: Re: Why dont custom models work on multiplayer
Posted by Oblivion165 on Mon, 06 Aug 2007 01:40:09 GMT
View Forum Message <> Reply to Message

The Merovingian wrote on Sun, 05 August 2007 09:22cmatt42 wrote on Sun, 05 August 2007 08:52They don't show because that's how Westwood intended it; if you have something too different from what everyone else has, you can't play in the same game.

If that were true there'd be no such thing as big heads or big weapons etc etc. You don't get a

server listing if you have an objects.ddb file, that's all.

You login to WOL/XWis then Alt+tab and drop them in after your connected.

Subject: Re: Why dont custom models work on multiplayer
Posted by jamiejrg on Mon, 06 Aug 2007 01:44:43 GMT
View Forum Message <> Reply to Message

AoBfrost wrote on Sun, 05 August 2007 20:11OMG PEOPLE it isnt cheating

I posted a screenshot in another thread showing it is 100% the same as the light tank we currentsly use, but the turret is on the left side, damage points i think would be the same....

Its not cheating. Lets stay on topic and try to figure this out.

Subject: Re: Why dont custom models work on multiplayer
Posted by AoBfrost on Mon, 06 Aug 2007 02:45:37 GMT
View Forum Message <> Reply to Message

The only thing i can think of would be to make this somehow a objects.dbb file and use the "hack" method as if it were a cheat, but then again, that doesnt work 100% of the time because it wouldnt work the first game...so........making it into a non hack hack wont really work..........i wish whitedragon was here, he is a expert as scripts.dll and cp2 stuff, he would know a way.

Subject: Re: Why dont custom models work on multiplayer
Posted by Tunaman on Mon, 06 Aug 2007 03:03:47 GMT
View Forum Message <> Reply to Message

You could do it the objects.ddb way, but I don't wanna post how for anyone lol.

Subject: Re: Why dont custom models work on multiplayer
Posted by Muad Dib15 on Mon, 06 Aug 2007 13:04:50 GMT
View Forum Message <> Reply to Message

I will   if you are doing it in le, ill pm you on how to get objects.ddb in the right folder.