Subject: Level edit problem
Posted by MrC on Mon, 27 Aug 2007 11:04:27 GMT

I made a mod with walls in the map (you can see them on the screenshot) but when i place the map in my server (use XCC mixer and adding the map files to my original map) the walls do not show up that i made the switch works but the walls that i made do not show up and arent there Help me out plz
thnx

File Attachments
1) walls.jpg, downloaded 450 times
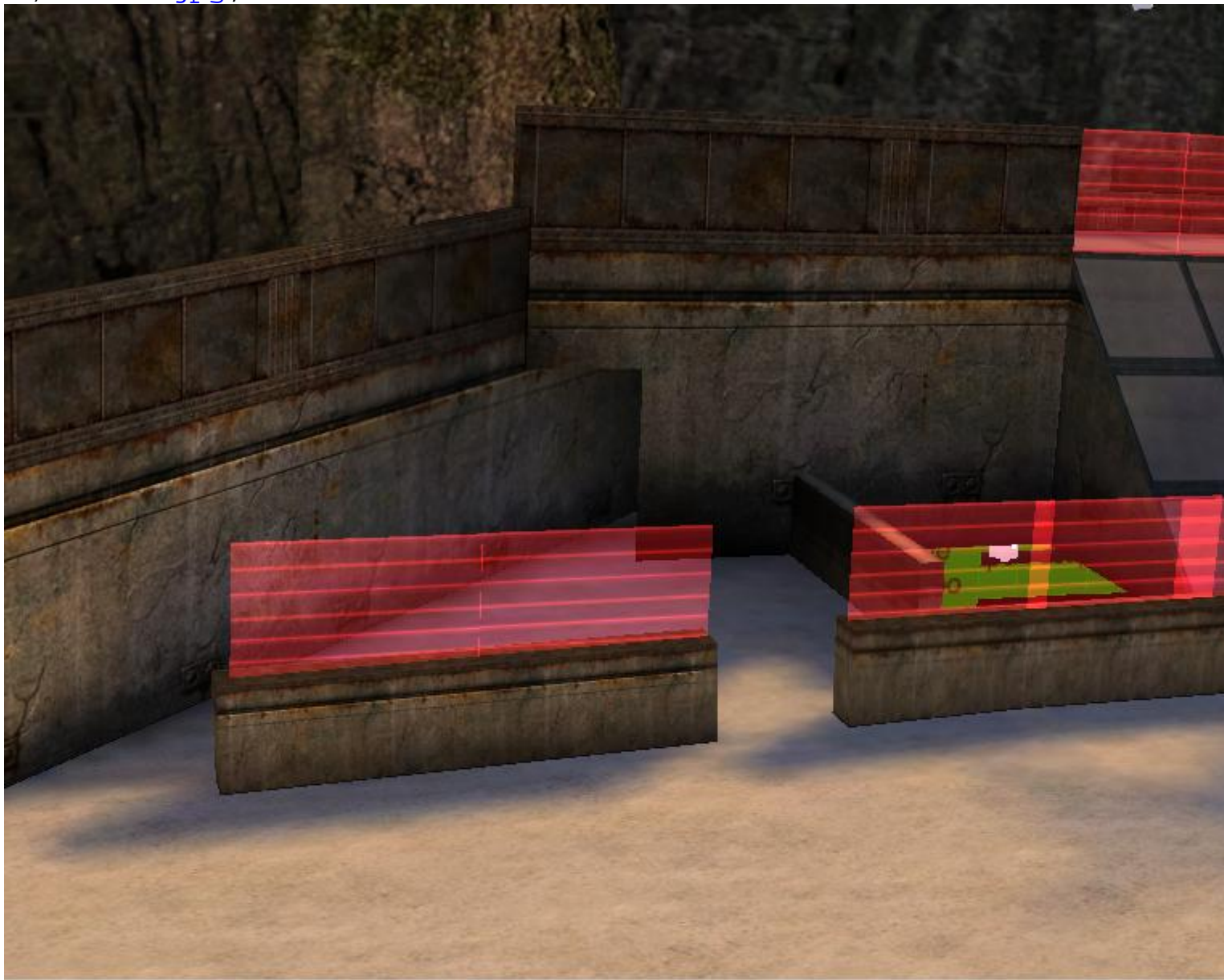
Subject: Re: Level edit problem
Posted by IronWarrior on Mon, 27 Aug 2007 12:42:39 GMT
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Hmm, you shouldn't have any problem's with that object.

Open the mapname.lvl add the object's to where you want it, save it.

Now, open the xcc mixer, open the mapname.mix and now open the levels folder with the mapname.lvl and the other files, now move the mapname.ldd file into the mapname.mix

Then extract the mapname.mix to the server/data folder, start the game, start the server, join it.

Also, make sure you the objects.aow file you used in LE, is also being used in the server/data folder.

Subject: Re: Level edit problem
Posted by MrC on Mon, 27 Aug 2007 13:00:32 GMT
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so i should only move the ldd in and not the lsd (lds)
in my islands.mix for example.
what i get now is inviseable walls they are there aint they work they are just invisible so when i walk them i get lagged back.

Subject: Re: Level edit problem
Posted by IronWarrior on Mon, 27 Aug 2007 13:20:55 GMT
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nowud13 wrote on Mon, 27 August 2007 08:00so i should only move the ldd in and not the lsd (lds)
in my islands.mix for example.
what i get now is inviseable walls they are there aint they work they are just invisible so when i walk them i get lagged back.

You should only move the .ldd file, moving the .lsd file can cause the server to crash.

Have you made the walls stealth?

Don't know what you done to make them invisible. o.O

Subject: Re: Level edit problem

Posted by MrC on Mon, 27 Aug 2007 13:23:09 GMT
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no i didnt make them stealth they are invisible in the server tho and when you walk through them you get lagged back
And i didnt mod them i kept them as they were standard so i really dont know what the problem is :S

Subject: Re: Level edit problem
Posted by SWNight on Mon, 27 Aug 2007 13:50:38 GMT
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Did you use Tiles or Objects?

Subject: Re: Level edit problem
Posted by Genesis2001 on Mon, 27 Aug 2007 14:48:13 GMT
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IronWarrior wrote on Mon, 27 August 2007 07:20Have you made the walls stealth?

Objects cannot be made stealth via LE.. Scripts, yes; LE, no. (Unless you have a "Toggle_Stealth" zone - but that'd only turn inf and maybe vehs stealth. ^,^)

-MathK1LL

Subject: Re: Level edit problem
Posted by SWNight on Mon, 27 Aug 2007 16:24:42 GMT
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MathK1LL wrote on Mon, 27 August 2007 09:48IronWarrior wrote on Mon, 27 August 2007 07:20Have you made the walls stealth?

Objects cannot be made stealth via LE.. Scripts, yes; LE, no. (Unless you have a "Toggle_Stealth" zone - but that'd only turn inf and maybe vehs stealth. ^,^)

-MathK1LL

They wouldn't go stealth anyway

Subject: Re: Level edit problem
Posted by IronWarrior on Tue, 28 Aug 2007 01:06:54 GMT
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MathK1LL wrote on Mon, 27 August 2007 09:48IronWarrior wrote on Mon, 27 August 2007 07:20Have you made the walls stealth?

Objects cannot be made stealth via LE.. Scripts, yes; LE, no. (Unless you have a "Toggle_Stealth" zone - but that'd only turn inf and maybe vehs stealth. ^,^)

-MathK1LL

You can infact, I once made stealth sam site's by mistake. :/

Subject: Re: Level edit problem
Posted by Genesis2001 on Tue, 28 Aug 2007 01:20:54 GMT
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lmao IronWarrior! xD

-MathK1LL

Subject: Re: Level edit problem
Posted by IronWarrior on Tue, 28 Aug 2007 01:58:06 GMT
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MathK1LL wrote on Mon, 27 August 2007 20:20lmao IronWarrior! xD

-MathK1LL

To do it, right click over the preset, go to Settings, scroll down the list and click the box "isstealthunit"

Don't know why I clicked it, this was last year, when I was working on coop.

Don't know if it work's on all the objects in there, I see no reason why not, as it worked on the sam site.

Am going sleep now,

Subject: Re: Level edit problem
Posted by MrC on Tue, 28 Aug 2007 13:31:04 GMT
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I did not make it stealth or something like it the walls just do not show up ingame its strange but i still dont know the solution plz help.. :S

Subject: Re: Level edit problem
Posted by IronWarrior on Tue, 28 Aug 2007 21:02:01 GMT
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renalpha wrote on Tue, 28 August 2007 02:38unfortanly its not serverside

Was infact.

Subject: Re: Level edit problem
Posted by MrC on Wed, 29 Aug 2007 09:08:52 GMT
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SWNight wrote on Mon, 27 August 2007 08:50Did you use Tiles or Objects?

i used tiles tho if i use objects they dont show up either.. :S

Subject: Re: Level edit problem
Posted by SWNight on Wed, 29 Aug 2007 09:30:59 GMT
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nowud13 wrote on Wed, 29 August 2007 05:08SWNight wrote on Mon, 27 August 2007 08:50Did you use Tiles or Objects?

i used tiles tho if i use objects they dont show up either.. :S

Tiles are not server-sided. Try the objects again.

Subject: Re: Level edit problem
Posted by MrC on Wed, 29 Aug 2007 11:38:34 GMT
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so i cant get those awesome walls to work in my server?
i mean the red torture walls they look so awesome.. :S

Oh and i did see them in another sniper server where they had those walls and were server sided.. :S

Subject: Re: Level edit problem
Posted by SWNight on Wed, 29 Aug 2007 12:09:29 GMT
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ffs! USE THE OBJECTS!
Objects -> Simple -> Simple DSAPO -> Simple_Sydney_SandM_Wall!

Subject: Re: Level edit problem
Posted by MrC on Wed, 29 Aug 2007 17:45:42 GMT
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SWNight wrote on Wed, 29 August 2007 08:09ffs! USE THE OBJECTS!
Objects -> Simple -> Simple DSAPO -> Simple_Sydney_SandM_Wall!
ur totally right im sorry lol i didnt see that one before so i used the tiles and didnt know there was another wall like that thnx bigtime

FIXED!!