Subject: Vechile/Harvester Help

Posted by Alexis on Wed, 09 Apr 2008 14:27:00 GMT

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Hey again need another answer to a question live made a level got the Mp airstrip and Mp ref node etc,set the waypoints made the Ctrl+p Harv and Wep fact and airstrip Thing ive genertated the sector and when i test the level The harv is just stuck in the wf and when i build another vech it gets made and jsut gets stuck then the harv is made again and blows it up i was wondering how i Make the vechs come out =_= thanks

Subject: Re: Vechile/Harvester Help

Posted by Alexis on Wed, 09 Apr 2008 14:27:54 GMT

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oh and make the harv folow the way points to the Tib field then to ref etc

Subject: Re: Vechile/Harvester Help

Posted by reborn on Wed, 09 Apr 2008 14:36:03 GMT

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Did you do path find generate? And the flood world too?

Subject: Re: Vechile/Harvester Help

Posted by Alexis on Wed, 09 Apr 2008 14:41:29 GMT

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i did Pathfinding, Generate Sectors and I dont think that flood thingy cuz i dont even know what it is LoI i really need help

Subject: Re: Vechile/Harvester Help

Posted by Alexis on Wed, 09 Apr 2008 14:47:56 GMT

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So what do u think?? relly need help

Subject: Re: Vechile/Harvester Help

Posted by Alexis on Wed, 09 Apr 2008 15:24:02 GMT

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please some1 help?????????

Subject: Re: Vechile/Harvester Help

Posted by Reaver11 on Wed, 09 Apr 2008 19:36:42 GMT

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A nice tutorial explaining everthing you need -> http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=16

(from oblivion)

Read it on renhelp best way to learn the basics

Subject: Re: Vechile/Harvester Help

Posted by IronWarrior on Thu, 10 Apr 2008 03:29:44 GMT

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Oops, delete me.

Subject: Re: Vechile/Harvester Help

Posted by Alexis on Sat, 12 Apr 2008 12:22:36 GMT

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Kk ty

Subject: Re: Vechile/Harvester Help

Posted by Alexis on Sat, 12 Apr 2008 12:24:42 GMT

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-.- this is the guide im using.......

Subject: Re: Vechile/Harvester Help

Posted by cnc95fan on Sat, 12 Apr 2008 17:58:28 GMT

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Yes, that tutorial is brilliant. Stop over posting.

Subject: Re: Vechile/Harvester Help

Posted by Jerad2142 on Mon, 14 Apr 2008 15:06:02 GMT

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Lol, he means he has been using that tutorial, and he is stuck.

Okay Alexis, make sure that the car object thingy is rotated to be facing the exit of the weapons factory, make sure that it is not stuck in the floor. Also make sure that it is in the build zone and has waypaths that exit straight out from that zone, then turn to different directions once they are a reasonable distance away from the weapons factory.

If that did not help you, check and see if the harvester has adiquit wall clearence, and if thats not it make sure that its the build vehicle zone place in the weapons factory, because if its a tib zone... lol.

Hope that helps!

Subject: Re: Vechile/Harvester Help

Posted by Alexis on Mon, 14 Apr 2008 20:30:45 GMT

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thanks much I hope this helps Lol

Subject: Re: Vechile/Harvester Help

Posted by Alexis on Wed, 16 Apr 2008 00:54:13 GMT

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nope its still being gay ffs im gunna upload some screenshots, heres the links for them

http://img145.imageshack.us/img145/8802/noobfb6.png,

http://img508.imageshack.us/img508/4482/newbvc1.png,

http://img337.imageshack.us/img337/9968/n00byx2.png i really need help with this. Hopefully with the screenies the experts who know this stuff like basics will be able to spot like 5 things wrong straight away LolxD. Do u need to do GDI and NOD ref and wf setup for it 2 work?? also ive double clicked on a node of all the Waypaths and Made it two way,Inate pathfinding and unticked human il give a ss just to confirm it is that good i mean for all of them including air to tib field and Ref to tib field really hope i get this problem fixed thanks =)))

Subject: Re: Vechile/Harvester Help

Posted by Alexis on Wed, 16 Apr 2008 00:55:19 GMT

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heres the ss for the nodes thing

wait nvm imageshack decide they wanna go down for an hour lol

Subject: Re: Vechile/Harvester Help

Posted by Jerad2142 on Wed, 16 Apr 2008 21:38:10 GMT

Hope this helps:

File Attachments

NewbieMod.lvl - Commando Level Editor File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report 体 🚜 🖊 🛛 🗴 Y Z 🗎 🕴 🗗 🗗 💇 🍪 🖀 😓 🍊 🤛 🎏 🔝 T‡ Presets Instances Conversations Overlap Heigh 😑 🧰 Raveshaw Boss Raveshaw Sakura Boss ⊕ GAMSite Generate this after placing a path find ⊟- A CnC Beacon ▲ Tiberium_Field_GDI Tiberium_Field_Nod Vehicle_Construction Vehicle_Repair CtfZone LandMineZone MissionFailureZone Script_Zone_All Script_Zone_Star TurnOffWeatherSoundsZone

♣ Zone For Controllers-Red
♣ Zone For Point Markers-Blue

Object Spawners
 Powerup Spawners
 Startup Spawners
 GDI Spawner
 Nod Spawner
 Renegade Spawner

Special Effects

Special Effects

Make Mod

Camera (364.17.389.64.57.12) Frame 1 / 0

NewbieMod.lvl - Com... 🥞 newb.bmp - Paint

This should help. PNG, downloaded 244 times

should be used!
Invalid TGA format used in C:\Program Files\RenegadePublicTools\LevelEdit\NewbieMcnNewb_Mod\tiles\building aggregates - multiplay\mp - nod air tower\ob_clr_arw.tga - only 24 and 32 bit formats shoused!

Subject: Re: Vechile/Harvester Help

Posted by Alexis on Thu, 17 Apr 2008 00:07:16 GMT

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🐉 Start 🥮 ImageShack® - Image Ho... 🔪 Adobe Photoshop

thanks very very much problem solved what ever system u use on most forums its +rep or w/e but if anytihng id give u 10/10 for help thanks very much great person

Renegade