Subject: Request
Posted by LeeumDee on Tue, 06 Oct 2009 17:06:48 GMT
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Does anyone have the lvl file for C&C_City_flying ?
I attempted making it from the city lvl file and I had some problems, doors not working and textures disappearing at certain heights.

Thanks.

Subject: Re: Request
Posted by Altzan on Tue, 06 Oct 2009 17:14:15 GMT
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This might be ignorance in my part, but wouldn't all you have to do is just open the city lvl file like you did, and open the terrain aggregates and add the flying parts?
Or is that what you did and that failed?

Subject: Re: Request
Posted by LeeumDee on Tue, 06 Oct 2009 17:15:47 GMT
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Altzan wrote on Tue, 06 October 2009 18:14This might be ignorance in my part, but wouldn't all you have to do is just open the city lvl file like you did, and open the terrain aggregates and add the flying parts?
Or is that what you did and that failed?

That's indeed what i did, aswel as enabling flying vehicles in the level settings.

Subject: Re: Request
Posted by Reaver11 on Tue, 06 Oct 2009 17:23:18 GMT
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You should use Levelre-edit. It will provide you with a near perfect lvl file.

Thing is what are you planning on doing? (Since the doors and terrain info are stored in the .lsd which gets corrupt by using the wrong .lvl file)

Subject: Re: Request
Posted by LeeumDee on Tue, 06 Oct 2009 17:38:15 GMT
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Reaver11 wrote on Tue, 06 October 2009 18:23(Since the doors and terrain info are stored in the .lsd which gets corrupt by using the wrong .lvl file)

Ah that would make sense then :/
I was planning on adding tiberium smoke, lights etc.
So my guess is it's not possible then?