Subject: help with reconstruction of SP buildings
Posted by Anonymous on Thu, 28 Nov 2002 03:59:00 GMT
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I have been working non stop for the last 5 days about 16 hours a day in a effort to reconstruct the single player buildings from the WW building pack for use in a map/mod that i have in the making. Right now, I have managed to complete the Nod Con Yard, but still have a bit of work left on the large roll up door for the entrance. The obelisk is being quite a pain, I can get everything merged and placed together, it looks fine in Gmax, and the animations work perfect. When i export to commando, the elevators do not work and stuff seems to have a ability to move on its own to a different location, ie, my car for the upper level of the obelisk was right side up when i exported, and upside down when i ran Commando. If there is anyone who has either a solution to my problem, or has already recompiled these buildings and is willing to share the gmax and w3d files, please let me know. I have already figured out that the SP version of the hand is missing from the pack, as well as the many of the lower levels, and rooms for the other buildings. My current goal is just to recompile and re-texture all the buildings in a working format to redistribute as a usable work piece, other than a bunch of garbage copied off someones hard drive at westwood, and dumped into a zip folder for download. Feel free to contact me regarding this project via ICQ at 95889974 or email: lordqane@icqmail.com if you have some assistance that i may put forth in my endeavor.