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Subject: Re: Serverside Problem agian.....

Posted by [IronWarrior](#) on Sat, 08 Jul 2006 04:40:46 GMT

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piotrkol1 wrote on Fri, 07 July 2006 22:54 Well I thought I had gotten rid of the problems I needed to make City & walls flying serverside but I guess I was wrong... Well first lemme tell you what I did: I loaded up the City/Walls level file from westwood, then on the preset tree I went to MP terrain, and went down to City Flying terrain. I "made" all the stuff underthere except for the terrain. Stuff under there were like "flying Includes" - "Ramps" - "flying Collisions" and so forth. So after that I added sams, gun emplacements and all that kinda stuff. Saved the files and then went to test em out in the game. It worked except there are a few problems: 1.) If you dont have the files, the building doors do not open/close and you kinda get glitched through em, and I find this kinda annoyin and want it to be perfect 2.) in the objects.db/aow file I changed the M01 Samsite to be a gdi unit except in the game its still on nod! I went back and doubled check it was changed in the file and that the file was in the data folder but it still aint workin! Anyone got any ideas on to fix my problems? Thanks a lot!

For the sam sites, did you make sure you gave it the right team`?

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