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Subject: Re: SSM's Guard Towers and Turrets  
Posted by [JasonKnight](#) on Wed, 18 Apr 2007 21:26:17 GMT  
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Did you add or temp the new presets? Added them

Did you change the models team variable? i added the new spawner for the nod guard tower by attaching the new nod guard tower that i added down at the mounted vehicals area. I also made sure that for the team they were to be set for the team variable in both places matched NOD.

Does the server know where to load these? I put in the ldd file that i created with level edit and placed the spawners where i needed them to go.

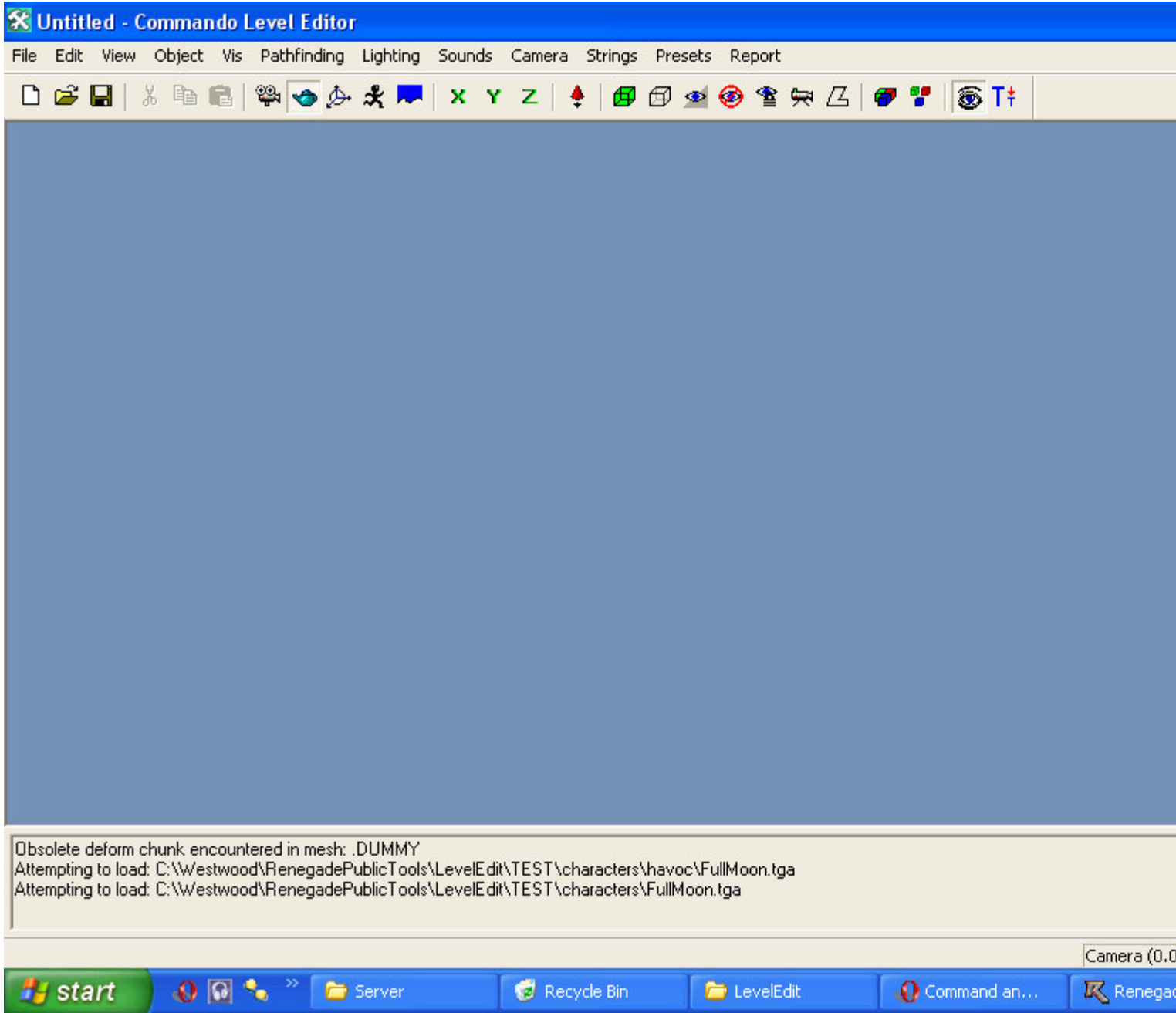
Have you added anything else to the objects.ddb file? only other thing changed in the objects file is advances spawn weapons. nothing else is different. its just a basic one other then that.

here are some more Screenies (sorry for the size of them. (1156x656) this is being done on my TVPC.

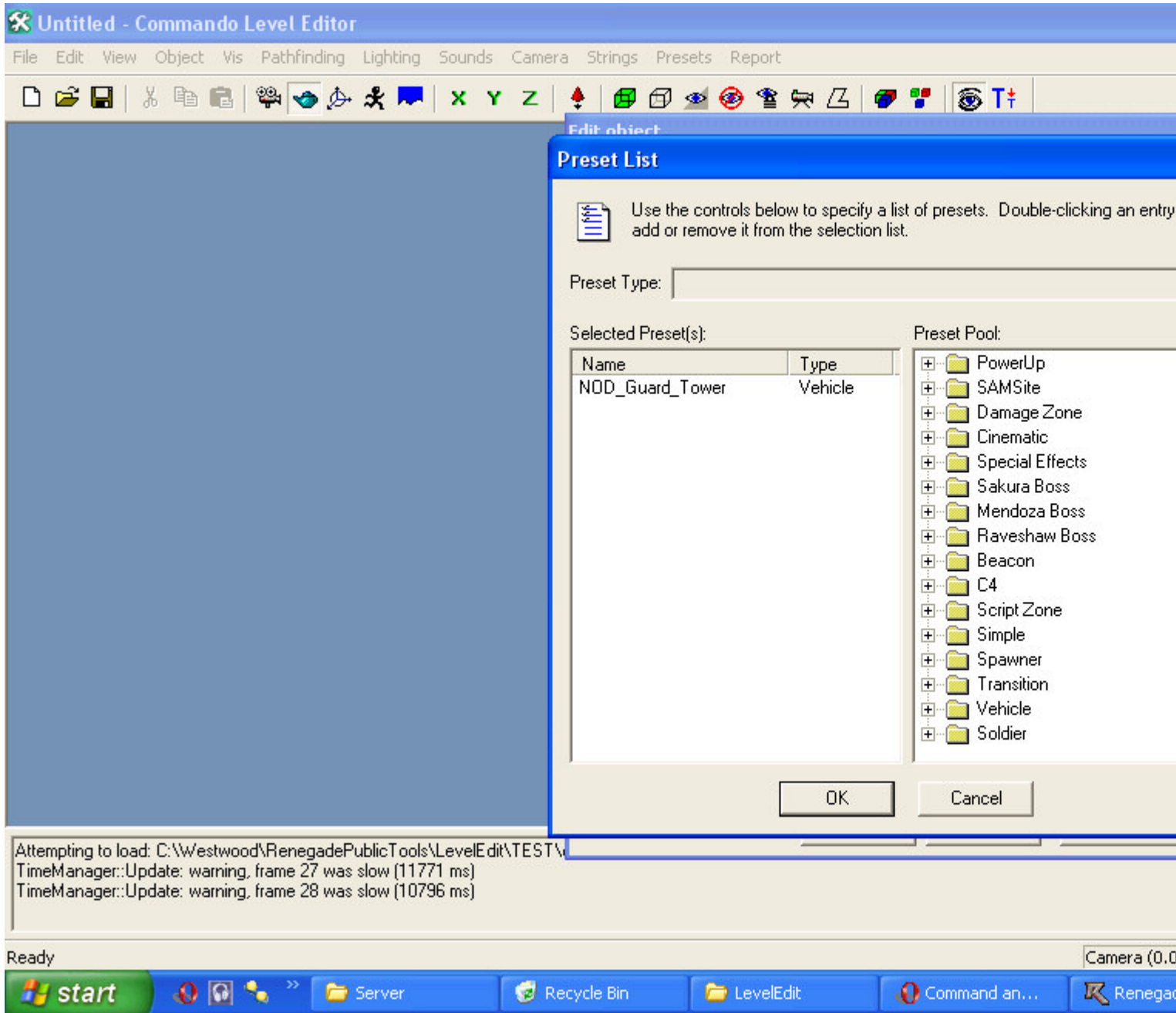
If you need more information just ask, i know pretty much what i need to to get the information for ya to help. Thanks

### File Attachments

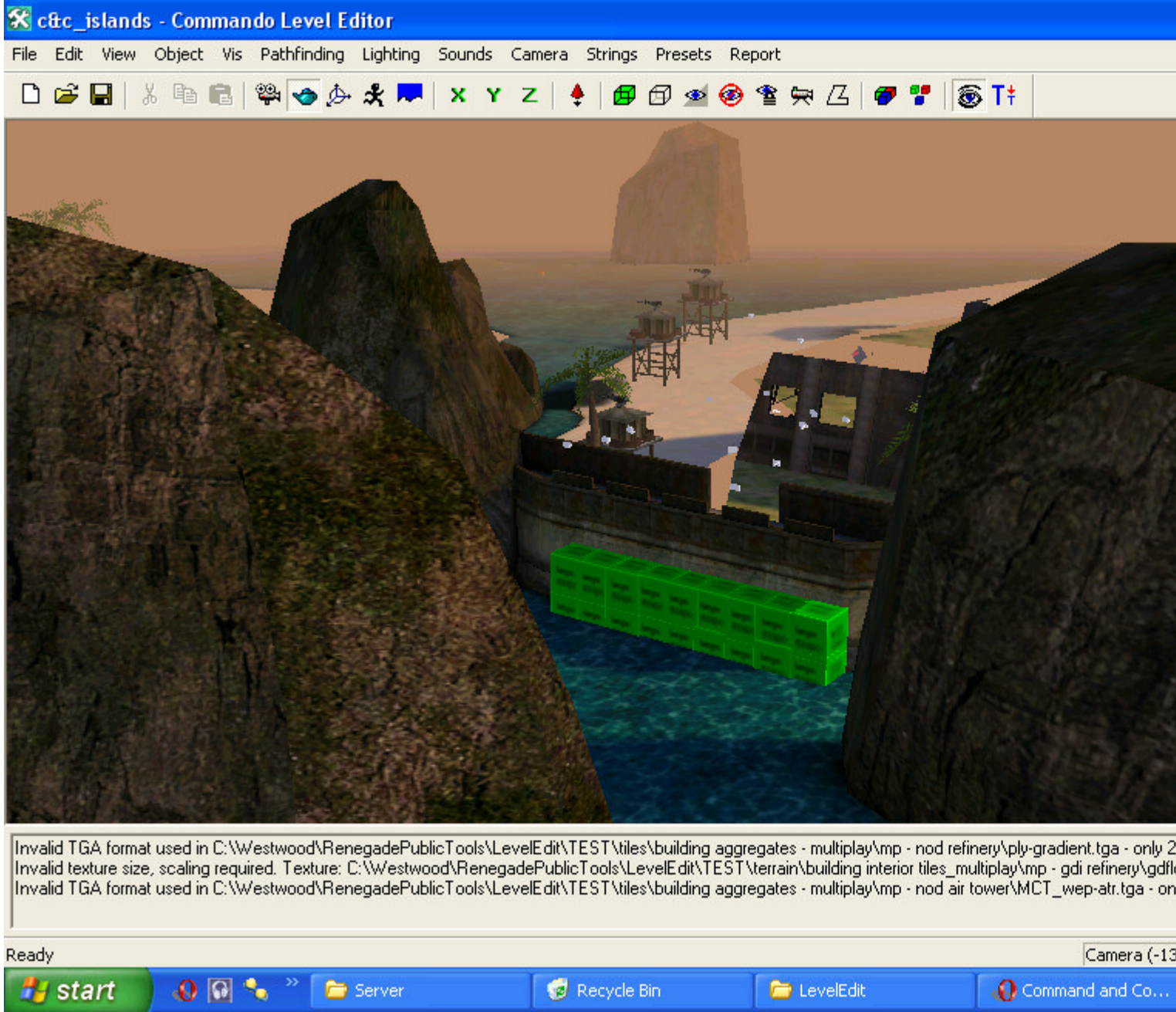
1) [1.jpg](#), downloaded 687 times



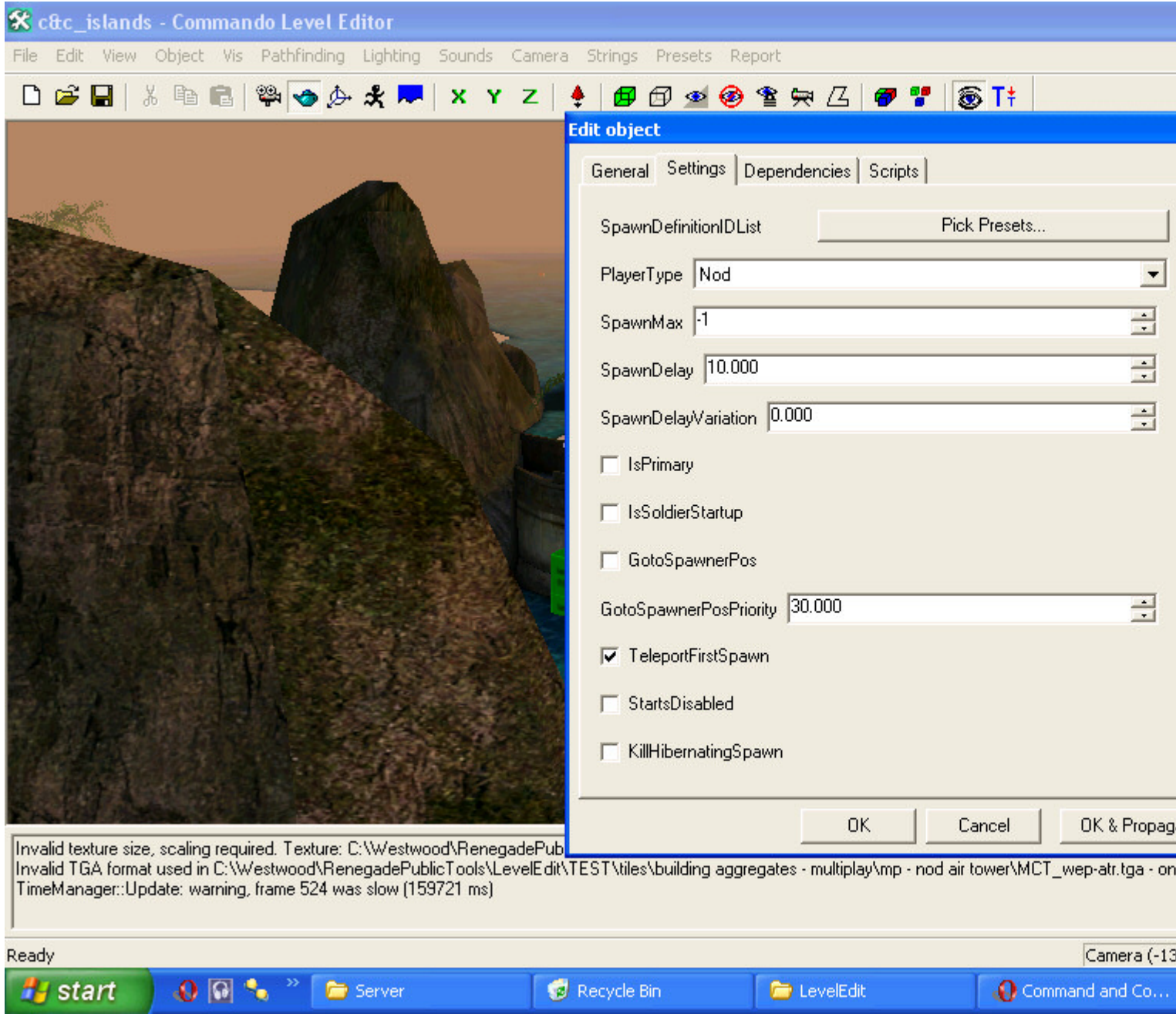
2) [2.jpg](#), downloaded 686 times



3) [3.jpg](#), downloaded 686 times



4) [4.jpg](#), downloaded 684 times



Invalid texture size, scaling required. Texture: C:\Westwood\RenegadePub  
Invalid TGA format used in C:\Westwood\RenegadePublicTools\LevelEdit\TEST\tiles\building aggregates - multiplayer\mp - nod air tower\MCT\_wep-atr.tga - on  
TimeManager::Update: warning, frame 524 was slow (159721 ms)