
Subject: Re: Vehicles

Posted by [Zion](#) on Wed, 09 May 2007 22:49:43 GMT

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Building controller placement is crucial but doesn't have to be exact. Basicly put the building controller you see in LE is not visible in Renegade for the main reason that it doesn't have to be seen in Renegade.

The building controller MUST be prodtruding the mesh of the respective building. Not inside the building or close to it, it MUST stick into it.

For Refinery controllers and Vehicle Production Facilities you must make a car maker attached to the controller in the exact spot you want the vech to arrive (rotational too). To 'make' the car maker, with the building controller selected press CTRL + P. Then drag and position that like it were another object (use < and > to rotate).

Specifically for the Vehicle Production Facilities, they build (spawn) vehicles for the player to use. To make this work you need a "Vehicle_Production_Zone" from the "Script_Zone" preset branch. Make, resize and position accordingly with the car maker inside it (not completely).

That will spawn the vehicles when bought. If you want them to move add some waypaths but that's another story.

Try going through the Level Edit Help Files that came with Commando Level Edit. They're usually found in: C:\Program Files\Renegade Public Tools 2\How to\.
