
Subject: Re: FDS MODDING

Posted by [reborn](#) on Sun, 18 Nov 2007 03:18:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dthdealer wrote on Sat, 17 November 2007 21:51 * can't generate pathfind

- * can't use dsapo objects
- * can't edit VIS (thats read client-side)
- * can't make NEW cinematics
- * can't rotate objects on the x and y axis
- * can't rotate objects on z axis unless the angle is divisible by 15
- * can create objects
- * can add scripts to objects
- * can rotate objects along z axis
- * can change most of an objects settings
- * can re-position spawn positions

Also note transition objects (ladders) must be above where they need to be by about 2 units or the player will become stuck.

Clients can easily get stuck on server-sided objects.

EDIT: I have also heard you can't create waypaths. Is this true? i know you wouldn't if they weren't on the w3d (real level, not on the server-sided objects)as the pathfinding wouldn't exist.

Does placing the .idd in the data directory do any different to placing it in the .mix that has been stripped of the .isd?

You can create new cinematics. You just can't create new animations.

You can create way-paths.

And to the last part, no. It's just more manageable doing it the long way, or people tend to understand it better.
