Subject: Blue Heck spawning glitch
Posted by F1AScroll on Wed, 18 Mar 2009 10:38:10 GMT
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I tried my 3DS install with the w3d plugin for 3DS Max 8. Amazingly, my custom terrain worked in LevelEdit. However, it didn't work in game. It didn't crash, it just failed to spawn my characters anywhere except blue heck. I tried making temps, using them, and exporting a .pkg, and that worked. Then I changed the model to the latest (test777, IIRC) and did the same exact thing. It blue heck spawned me again. Can anyone explain why? Files included.

Also, whenever it did work, my Hand of Nod wasn't showing as such. Was that because I didn't have "projectile" marked in the .max file? Do "add"ed or "temp"ed buildings work in multiplayer?

Thanks in advance.

P.S. Does anyone have a utility to convert .gmax files into .max files?

File Attachments
1) objects.zip, downloaded 104 times
2) temps20.ddb, downloaded 131 times
3) conv10.cdb, downloaded 165 times
4) CO_TestLevel.lvl, downloaded 104 times
5) test2.max, downloaded 89 times