Subject: Help: Pathfinding, Generate Sectors.
Posted by WNxCABAL on Wed, 07 Jul 2004 20:59:19 GMT
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Time spent generating z-values: 0 secs.
Time spent compressing: 0 secs.Hi, I have recently completed (well, nearly) a map for ren.
It would be practically complete if I could get the Harvester to follow its waypath!
I know how to mkae it follow a waypath, by Generating Sectors, but for some reason, it is not
allowing me to!
Here is a SS of what you see for about 2 seconds, then that window disappears:

I also checked the log at the bottom of the window and it says this:

Quote:Time spent generating z-values: 0 secs.
Time spent compressing: 0 secs.

Can anybody tell me what I have to do in order to give it a shunt up the ass in order for it to slow
my pc down to generate its sectors?

Thanks

Andy

(A.K.A. TnTANDY)[/quote]

Subject: Help: Pathfinding, Generate Sectors.
Posted by CnCsoldier08 on Thu, 08 Jul 2004 02:25:04 GMT
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Sounds like you dont have a pathfind generator placed on the map.

Subject: Help: Pathfinding, Generate Sectors.
Posted by WNxCABAL on Thu, 08 Jul 2004 02:45:50 GMT
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OMFG *BANGSHEAD ON A STEEL TABLE*
Begins to go crazy!!!

I feel such an idiot, aaaaw

Yeah, I forgot to put it on.

Agh well, only me can make that mistake.

Andy

Subject: Help: Pathfinding, Generate Sectors.
Posted by Renx on Thu, 08 Jul 2004 02:55:29 GMT
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Did you place those 2 powerplants together so it seems like they're connected at the doors? O_o

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Subject: Help: Pathfinding, Generate Sectors.
Posted by WNxCABAL on Thu, 08 Jul 2004 12:40:07 GMT
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Yes

http://conquerworld.me.uk/images/2pp.JPG
http://conquerworld.me.uk/images/2pp2.JPG

Subject: Help: Pathfinding, Generate Sectors.
Posted by htmlgod on Thu, 08 Jul 2004 12:52:23 GMT
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Lol.

Subject: Help: Pathfinding, Generate Sectors.
Posted by WNxCABAL on Thu, 08 Jul 2004 12:55:33 GMT
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It takes ages to get correct though.
But I did strike it lucky with the GDI PP's as I placed them correctly the first time round. Although it did take about 10 attempts to get the Nod PP's correct

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Subject: Help: Pathfinding, Generate Sectors.
Posted by Naamloos on Thu, 08 Jul 2004 13:01:55 GMT
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I always place buildings in level edit....

Subject: Help: Pathfinding, Generate Sectors.
Posted by WNxCABAL on Thu, 08 Jul 2004 13:39:29 GMT
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how you do that?

Subject: Help: Pathfinding, Generate Sectors.
Posted by Doitle on Thu, 08 Jul 2004 18:44:23 GMT
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I'm interested as well, I'd be making maps all the time if I could do that... I could never get the buildings right in renx so thats why I never made any! lol.

Subject: Help: Pathfinding, Generate Sectors.
Posted by Naamloos on Thu, 08 Jul 2004 18:59:36 GMT
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Just use the W3D file and let it act like a vehicle

Subject: Help: Pathfinding, Generate Sectors.
Posted by Doitle on Thu, 08 Jul 2004 19:06:26 GMT
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Are you serious? Does it still act like a normal building? Show up on the K and M or L list (I don't remember which), and have a MCT? Maybe a tiny tutorial? I'm sure alot of people would be most grateful!

Subject: Help: Pathfinding, Generate Sectors.
Posted by Naamloos on Thu, 08 Jul 2004 19:09:03 GMT
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I am afraid it won`t show up, and can`t be used for a real C&C mode map... it will blow up after it`s destroyed.

Maybe if someone could make a good kill explosion for them... like the turret and SAM site... if you know what i mean.

Subject: Help: Pathfinding, Generate Sectors.

Posted by [bigwig992](#) on Thu, 08 Jul 2004 19:13:38 GMT
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Just import each powerplant w3d as terrain, then make the terrain, and go to edit>make terrain selectable. Then you can move things around, like the powerplant, but also the rest of your map, so, be careful.

Subject: Help: Pathfinding, Generate Sectors.
Posted by [Naamloos](#) on Thu, 08 Jul 2004 19:17:04 GMT
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Ah so that where that option if for.

I clicked on it a few times but nothing ever happened.

Subject: Help: Pathfinding, Generate Sectors.
Posted by [WNxCABAL](#) on Thu, 08 Jul 2004 19:20:41 GMT
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Naamloos

I am afraid it won`t show up, and can`t be used for a real C&C mode map... it will blow up after it`s destroyed.

Maybe if someone could make a good kill explosion for them... like the turret and SAM site... if you know what i mean.

Hmm, if the buildings blew up, wouldn't this be like classic C&C?
I mean, on every C&C game except for ren, when buildings blew up, they "disappeared". :yell:

Subject: Help: Pathfinding, Generate Sectors.
Posted by [Doitle](#) on Thu, 08 Jul 2004 19:21:30 GMT
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Hmm... That's an interesting effect there... Could be desireable actually...

Subject: Help: Pathfinding, Generate Sectors.
Posted by [Naamloos](#) on Thu, 08 Jul 2004 19:32:10 GMT
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But we will be having PT`s that just... hang there :rolleyes:

Like i sead, a new kill explosion will fix a lot, this way you could make it so that all of the high parts of the building are destroyed, but some parts still lay around, so that the PT`s can still be used.

But making something like that is hard.... i think *hides*

And yea, i know it`s more like classic C&C, but i since it won`t need those bleu things (don`t know real name, those things that make buildings work) i think it won`t work the way it should... but worth a try.

Subject: Help: Pathfinding, Generate Sectors.
Posted by WNxCABAL on Thu, 08 Jul 2004 22:06:02 GMT
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yeah, didn't think about the PT's

But I think the word your looking for is "Building Controllers"

Subject: Help: Pathfinding, Generate Sectors.
Posted by Naamloos on Thu, 08 Jul 2004 22:44:46 GMT
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It would be great for assault mode, no PT`s are needed there anyway

Ill try it as soon as i got a problem with LE fixed.

Btw, is TFW The Forgotten Warriors? ex TnT?

Subject: Help: Pathfinding, Generate Sectors.
Posted by YSLMuffins on Thu, 08 Jul 2004 23:11:30 GMT
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Enable vertex snapping and you'll be able to align things perfectly.

Subject: Help: Pathfinding, Generate Sectors.
Posted by WNxCABAL on Fri, 09 Jul 2004 00:27:18 GMT
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Yes, TFW is The Forgotten Warriors.
The vast majority of our members are ex-TnT.
And I am 1 of 7 of the co-founders
visit us @ http://www.conquerworld.me.uk

Andy

Subject: Help: Pathfinding, Generate Sectors.
Posted by Naamloos on Fri, 09 Jul 2004 13:06:40 GMT
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Ah.

Anyways, i tested it a bit.... screens:

http://www.n00bstories.com/image.view.php?id=1320320795

No name XD

http://www.n00bstories.com/image.view.php?id=1084798058

b00m.

http://www.n00bstories.com/image.view.php?id=1166634497

I forgot how to get interiors working in LE.... XD

Subject: Help: Pathfinding, Generate Sectors.
Posted by WNxCABAL on Fri, 09 Jul 2004 14:42:53 GMT
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Buildings should automatically put interiors inside them using the proxy they have.
Not too sure about this though...
But if you added some kinda interior in RenX/Gmax, who knows what kinda map you could make
for a classic C&C mode

Subject: Help: Pathfinding, Generate Sectors.
Posted by Naamloos on Fri, 09 Jul 2004 16:10:23 GMT
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I can always search for all the interiors in the always.dat, but that may take a day...

But even if i find them, we would have 2 W3D files... so the interior and extrerior are 2 objects,
unless someone know how to make 2 objects become 1 object :huh:

Subject: Help: Pathfinding, Generate Sectors.

Posted by WNxCABAL on Fri, 09 Jul 2004 16:39:54 GMT

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4 words: w3d Importer for RenX