Subject: MCT Mesh
Posted by Sanada78 on Thu, 09 Sep 2004 20:58:16 GMT
View Forum Message <> Reply to Message

For the map I'm making, it has a Construction Yard (both teams). I've made a custom interior for them, but I'm having a problem with the MCT. Using the GDI ConYard as an example; the MCT has a proxy in the MGCON_Int.W3D file. The proxy is called MGCon_MCT and doesn't exist. I've therefore imported the MGBar_MCT one and exported it. The problem is that I don't know what settings are needed for it to work. I have selected what I think they are.

These settings don't work and the MCT target box does not appear when I point the reticle over it. It also doesn't cause damage to the building when I shoot it.

Subject: MCT Mesh
Posted by YSLMuffins on Thu, 09 Sep 2004 21:05:36 GMT
View Forum Message <> Reply to Message

Sounds more like a problem in level edit. Make sure the preset is configured correctly--when you point at the MCT, is the building highlighted or does the selection box go blank?

If it is the former, make sure IsMCT is checked in the properties. If it is the latter, make sure the name you exported the fake MCT as matches the name of the preset you named it as in Level Edit.

Personally, I'd make sure to give it a unique name just so that you don't conflict with other maps out there.

Edit: I just reread and it sounds more like the latter. Make sure the fake MCT mesh prefix matches the one specified in the building controller.

Subject: MCT Mesh
Posted by Sanada78 on Thu, 09 Sep 2004 21:24:14 GMT
View Forum Message <> Reply to Message

It seems to appear fine in Level Edit and I can select it. I've also got "IsMCT" selected in the preset. I pretty much used the settings already there.

It seems to be there but not doing anything.

Subject: MCT Mesh
Posted by YSLMuffins on Thu, 09 Sep 2004 23:18:20 GMT
View Forum Message <> Reply to Message

There's your problem--the name of the preset MUST match the prefix specified in the building controller, which in this case appears to be "mgcon." There in the screenshot, it looks like r_mgcon, which just won't cut it.

Edit: In general, all of the preset names must follow this pattern: the name of the preset as defined in level edit has to match the mesh prefix specified in the building controller, or they won't be recognized.

Subject: MCT Mesh
Posted by Sanada78 on Fri, 10 Sep 2004 00:25:12 GMT
View Forum Message <> Reply to Message

Works now.

I didn't know the mesh prefix would affect objects such as the MCT.

Anyway, thankyou!

Subject: MCT Mesh
Posted by Slash0x on Fri, 10 Sep 2004 01:36:32 GMT
View Forum Message <> Reply to Message

When you create that part of the building, I believe it's at the very bottom or top of the settings tab stating "IsMCT", check that. Call the preset "MGCon..." I believe the preset name also has issues with the building suffixs (same with the w3d I believe as well). Now you should beable to use proxies. I got it to work this way or a way close to it before, but I cannot remember, I haven't touched those files in a long, long time.

Subject: MCT Mesh
Posted by Sanada78 on Sat, 11 Sep 2004 19:20:22 GMT
View Forum Message <> Reply to Message

I seem to have another problem with aggregates now. I thought I'd just post it here since it's related.

What happens is that when a building is destroyed, they don't switch frame. Basically, they stay in the same frame in whatever state the building is in. I don't know it this is a prefix/suffix problem since I tried a different name and it still didn't work. I used the original settings for the building ags (such as mgcon_ag_1) and simply "temped" it and inserted the new name for the preset and W3D file. I called it "R_MGCon_Ag_1", this didn't work and neither did "MGCon_Ag_1_R".

They appear in-game, just don't switch frame. I have to use different names otherwise they will conflict with other files.

EDIT: Oh, and they do animate in the W3D viewer.

Subject: MCT Mesh
Posted by laeubi on Sat, 11 Sep 2004 19:30:43 GMT
View Forum Message <> Reply to Message

You might want to read this tutorial:
http://renhelp.co.uk/?tut=42

Subject: MCT Mesh
Posted by YSLMuffins on Sat, 11 Sep 2004 20:17:02 GMT
View Forum Message <> Reply to Message

That is worth looking into Sanada. If that doesn't work, post a screenie of the preset settings of the problem aggregate.

Subject: MCT Mesh
Posted by Sanada78 on Sat, 11 Sep 2004 20:50:21 GMT
View Forum Message <> Reply to Message

It seems it doesn't like me using a "R_" prefix on things. "MGCon_Ag_1_R" does work, it was just that my animation file wasn't done properly so I had to fix it.

Guess I'll have to rename all the presets again.

Thanks for the help again.