
Subject: could use some help

Posted by [cncravage](#) on Sun, 02 Jan 2005 00:41:56 GMT

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hey all i just joined (obviously) and i heard this was a good community so i decided to join

i started map making recently and i am trying to make a cool extention onto my map.

i have the w3d importer for gmax, and im trying to import that training room thing from the hand of nod in the second level of single player into the hand of nod on my map

in gmax it looks exactly how i want it, but when i export it and open that up into the commando editor, the training room i imported was entirely black and i fell right through it. everything was black except for the trees. and, some of the walls were invisible.

i tried several different things to try to get this to work but no luck. does anyone know what the problem is?

thanks

- cncravage

Subject: could use some help

Posted by [Burn](#) on Sun, 02 Jan 2005 00:46:19 GMT

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Firstly, the reason why you're falling through the mesh is because you do not have your collisions enabled. To enable the collisions, select the entire training room and click on the hammer in the upper right hand corner of your screen. From there, click on w3d tools, and scroll down and be sure camera, physical, and projectile are checked.

In addition, I suggest you be sure that all materials and models that you use in anything on your map is inside your mod folder.

What I said probably isn't the solution to your problem, but hopefully someone else around here will have a solution for you.

Subject: could use some help

Posted by [rm5248](#) on Sun, 02 Jan 2005 00:59:01 GMT

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About the W3D importer... where is the 'Import W3D' button? I'm blind and I can't find it. =/

Subject: could use some help

Posted by [Burn](#) on Sun, 02 Jan 2005 01:03:01 GMT

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It's to the right of the material editor. Put your cursor over it and you'll see it highlight. You can't see it for some reason, but do like I said, it's there.

(By material editor I mean the 3 circles in the top right hand corner of the screen. They're yellow, red, and blue. Just put your cursor to the right of that and you'll see it.)

Hope someone helps ya ravage.

Subject: could use some help

Posted by [Burn](#) on Sun, 02 Jan 2005 01:53:59 GMT

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I found a solution to your problem. I say solution because what I have to say doesn't fix it, it just provides you with a way around it.

You can get your textures back, but you're going to have to apply them on yourself. Open up the material library and drop and drop the materials you wish to use on the designated areas of the room. As an example, the name of the texture for the walls in the hand of nod "Training Room" is hnd_mural.tga. Therefore, all you have to do is open up your material library, drag and drop hnd_mural.tga to your walls, and it will assign that material to the walls.

If you notice, you don't have to do that annoying and tedious process of UV Texture mapping to get a good looking texture as the w3d model already has the texture coordinates applied to it.

If you look in your material library before you do all what I said above, you'll notice that every texture in there is almost black. I don't know why the textures show up perfectly in gmax and not the commando editor. Maybe you should try and find a way to change the directory of your materials.

This is the best solution I can provide for you thus far. Maybe someone will find a way to fix it so you don't have to retexture it.

Hope this helps.

Subject: could use some help

Posted by [CnCsoldier08](#) on Sun, 02 Jan 2005 05:09:48 GMT

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Select a mesh, press M, press 'Get Renegade Materials' remember the texture name, go to Utilities>UVW remove and ONLY REMOVE MATERIALS NOT UVW!!!

Then select the mesh again and apply the texture. You may have to use XCC mixer to get some

of the textures.

Subject: could use some help

Posted by [cncravage](#) on Sun, 02 Jan 2005 07:22:46 GMT

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thx alot for the help guys, really. it looks great now and its exactly what i wanted

theres only one more problem now

id like to put this training room to use and have some soldiers in there attack each other and make two separate teams so the player can get (in a way) actually trained in there. i tried this and many different things too, but all the guys i put in there do is sit there and stare at eachother. they dont even walk around- they move, but dont walk around.

i have use innate behavior on and all that good stuff, i have default hybernation off, and i have everything on the right setting (i think) to get all of the soldiers to attack each other. the only problem is is that they dont at all.

does anyone have any advice on that????

Subject: could use some help

Posted by [Burn](#) on Sun, 02 Jan 2005 07:27:33 GMT

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That's happening to you because you have your soldiers inside a building. Thus, they will not respond to much of anything at all. Meaning, if you put those same exact soldiers above ground outside of a building, then they'd kick the crap out of each other. But since they're inside a building they decided to be idiots and increasingly frustrating.

To the extent of my knowledge (which isn't much at all), what you're trying to do will not work. Soldiers, no matter what you do with them, will not attack each other or do much of anything inside a building. I'm sorry, but I think there's no fix for this or no way around it. I could be wrong though and maybe there is a fix for it, but I can't guarantee anything.

Sorry to deliver the bad news.

Subject: could use some help

Posted by [bigwig992](#) on Sun, 02 Jan 2005 17:08:09 GMT

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That's not true. Drop a Human Pathfind Generator on the ground inside the training area, and run pathfind, that should fix your broken AI.

Editor Objects>Human Pathfind

Subject: could use some help
Posted by [laeubi](#) on Sun, 02 Jan 2005 18:12:10 GMT
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and you must have Inate enabled!!

Subject: could use some help
Posted by [Burn](#) on Mon, 03 Jan 2005 00:05:47 GMT
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Ah that's brilliant bigwig, I never knew that. Thanks.

Subject: could use some help
Posted by [laeubi](#) on Mon, 03 Jan 2005 00:09:37 GMT
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The Problem is, that the Pathfind can't "find" a way through doors

SO don't place AI inside, or playe another pathfind generator like bigwig992 said

Subject: could use some help
Posted by [Burn](#) on Mon, 03 Jan 2005 19:18:05 GMT
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Heh heh...

Well one time when I tried to keep soldiers contained inside a building, I had a ladder there and at the top there was a door where the player could enter. Thinking the AI couldn't climb the ladder, I proceeded with the map and when I tested it they all ran straight to the ladder, ran out the door, went up the elevator one by one, regrouped, and attacked the other base.

...oops.

Subject: could use some help
Posted by [cncravage](#) on Mon, 03 Jan 2005 20:36:35 GMT
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thank you so much laeubi, burn, and big wig. i asked a simple question and got an answer paragraphs long. very informative

ok i have only one more question now... this innate aggressiveness thing that is set on 0.500 by default... what is the highest i can set that on? im pretty lost at that part- and can you kinda describe to me what it does?

(i know, its self explanatory but id like to get more info on it)

Subject: could use some help

Posted by [Burn](#) on Mon, 03 Jan 2005 21:00:41 GMT

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Ah, I didn't really help you at all, Laeubi and Bigwig did- thanks though.

Well, InnateAggressiveness is (obviously) a subcategory of the option UseInnateBehavior. I believe if you have UseInnateBehavior checked, the soldiers will explore on their own and attack any enemies they see in their range. Though, they have very simple intelligence, meaning, they will just spawn, find some guy, stand there and shoot like crazy at him, hopefully kill him, and move on. So, I see Innate Aggressiveness as how quick they are to attacking.

I'm not sure about the numerical part. For InnateAggressiveness, I (the newb) can put 100 or 500 and I get the same desired effect. I'm not really sure how the numbers work either.

Subject: could use some help

Posted by [Deactivated](#) on Mon, 03 Jan 2005 21:24:34 GMT

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The Innate values are decimal values of chance of this unit doing something.

Eg: InnateAggressiveness: 0.7500 means there is 75% chance that this unit will attack instead of just walking around.

Subject: could use some help

Posted by [Burn](#) on Mon, 03 Jan 2005 21:41:57 GMT

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ROFL so does that mean my guys have a 5000% chance of attacking since I'm an idiot and I put it on 500?

Subject: could use some help

Posted by [bigwig992](#) on Mon, 03 Jan 2005 22:17:47 GMT

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Putting it on one alone makes AI, well, not more "intelligent", they just won't stop firing at you if they spot you. Making them slightly harder to kill.

Subject: could use some help
Posted by [Burn](#) on Tue, 04 Jan 2005 00:23:35 GMT
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Yeah, I noticed that with cover zones and the proper settings, fighting AI is exactly like online gameplay. And, you know that thing that people do online to try to not get shot, you know, they jump repeatedly, well if you set them on a path and change the nodes to say "requires jump", it's just amazing- really is like online a lot.

Pretty nice game engine.

Subject: could use some help
Posted by [laeubi](#) on Tue, 04 Jan 2005 09:32:26 GMT
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I'm not sure, but the highest accepted value might be 1 for 100%.

Subject: could use some help
Posted by [SioxerNic](#) on Tue, 04 Jan 2005 11:41:48 GMT
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Anyone want to make a map that make use of online behavior? And make it instead of the sucky skirmish... make so that the bots actually go to a PT transform (NOT BUY) to a random character (with the Rifle Man quite high)....

Then snipers have a high chance of taking out people from high range and the others in a other way.... and make so engineers and hotwires and technicians so they repair buildings heals people and repairs vehicles only IN BASE.... and make that map LARGE Hope someone would make that?

Subject: could use some help
Posted by [Burn](#) on Tue, 04 Jan 2005 19:24:10 GMT
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I can do the engineer thing easily- in fact, there's a tutorial on it.

The PT transform thing I cannot do- I asked a question about that in a previous thread and everyone said it's not possible for AI to use the PT's as it's not a programmed script in single player (as far as I know.) Although, I can work around that by adding a wide variety of soldier types to a spawn point and it will seem like a more realistic diversity of an army.

Thanks to the support of people here, I am now getting much better at programming AI, in fact, I have them to a point where I can take on only one at a time because they're so hard to hit, they duck and cover, hide, etc. They even have a regular leveled armor as well- so it's not like they're

hard to kill because of their modded armor.

I think the map should actually be small. I say this because adding more and more AI to a map really contributes to the lag and can slow down some peoples computers as it's more polygons on the screen, more things for the computer to memorize and manipulate, etc.

In my opinion, it would be really awesome if one of the following could be achieved:

- AI could build their own tanks and get in them.
- AI can't build their own tanks but they can jump into yours.
- You can load up multiple AI guys in an APC and attack the enemy base.
- AI can fly their own flying vehicles.

Of course, these are all impossible as AI can't enter tanks, but they can drive them. Theoretically, we'd have to watch out for making AI too advanced, because in my opinion, it would make online gameplay obsolete. Think about it- you could kill an AI bot that moves and has the behavior equivalent to that of an online player, and there would be no lag, and they won't scream at you in anger for killing them, and you can steal their tanks!

Still though, playing against a human is a lot more fun and "interactive" than playing with... yourself.

Subject: could use some help
Posted by [Slash0x](#) on Thu, 06 Jan 2005 16:46:13 GMT
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Don't put aggressive to 1 or higher, they start acting like n00bs - running at you in straight lines.

Subject: could use some help
Posted by [bigwig992](#) on Thu, 06 Jan 2005 21:45:19 GMT
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Why not try Arena mode in Sole Survivor? It's an old mod, but that particular mode revolved around teaming up with human players to eliminate AI. You kill round after round of infantry, and many different types of vehicles. Up to 50 rounds, I still think it's a blast to play, hehe. Goes by much quicker if you have acouple people play with you though.

Subject: could use some help
Posted by [SioxerNic](#) on Sat, 08 Jan 2005 12:36:17 GMT
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I did not saying they needed to use PT... i said they would transform (WITHOUT USING THE PT)
To a random charactor with scripts....
