
Subject: ACK, or anyone that makes maps
Posted by [Anonymous](#) on Tue, 15 Oct 2002 14:18:00 GMT
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i was wondering where i could find the guard tower... no the AGT, i mean the little one with the turret on top, any help?

Subject: ACK, or anyone that makes maps
Posted by [Anonymous](#) on Tue, 15 Oct 2002 14:35:00 GMT
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It's in any of my maps which feature it.gd_tower.w3d

Subject: ACK, or anyone that makes maps
Posted by [Anonymous](#) on Tue, 15 Oct 2002 15:40:00 GMT
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where would i find Gd_tower.3d?

Subject: ACK, or anyone that makes maps
Posted by [Anonymous](#) on Tue, 15 Oct 2002 16:02:00 GMT
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quote:Originally posted by Laser2150:where would i find Gd_tower.3d?I said it's in any of my maps that have Guard Towers.Is that not clear enough?

Subject: ACK, or anyone that makes maps
Posted by [Anonymous](#) on Tue, 15 Oct 2002 16:04:00 GMT
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yeah.... i need to use it if thats ok with you. and its kinda hard to get it out of your map

Subject: ACK, or anyone that makes maps
Posted by [Anonymous](#) on Tue, 15 Oct 2002 16:21:00 GMT
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quote:Originally posted by Laser2150:yeah.... i need to use it if thats ok with you. and its kinda hard to get it out of your mapThat guard tower is not his, it's Westwood's. Either way, simply use XCC Mixer to extract gd_tower.w3d from one of his or unused WS' maps.

Subject: ACK, or anyone that makes maps
Posted by [Anonymous](#) on Tue, 15 Oct 2002 17:15:00 GMT
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what the hell are you talking about? cant you just add it into the map from leveedit? i mean it is just something you select and hit "add" like the nod turret right?

Subject: ACK, or anyone that makes maps
Posted by [Anonymous](#) on Tue, 15 Oct 2002 17:25:00 GMT
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No, I think you would have to export the gmax file from buildings.zip.EDIT: I suppose that if it existed as a single w3d file, you could find that and set it up as a tile object, but I don't believe it's in the preset database. [October 15, 2002, 17:32: Message edited by: SomeRhino]

Subject: ACK, or anyone that makes maps
Posted by [Anonymous](#) on Tue, 15 Oct 2002 17:46:00 GMT
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quote:Originally posted by Laser2150:yeah.... i need to use it if thats ok with you. and its kinda hard to get it out of your mapUse XCC Mixer, extract it from one of the maps I've finished.The maps I know that have it-MetroBunkersGlacier FlyingEglin AFB has it, but I strongly advise you use the above maps to extract the gd_tower.w3d from.

Subject: ACK, or anyone that makes maps
Posted by [Anonymous](#) on Tue, 15 Oct 2002 17:48:00 GMT
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quote:Originally posted by SomeRhino:No, I think you would have to export the gmax file from buildings.zip.EDIT: I suppose that if it existed as a single w3d file, you could find that and set it up as a tile object, but I don't believe it's in the preset database.Actually, it exists in always2.dat.However it's all screwed up in some way or another and attempting to make the Guard Tower in a map without first placing the gd_tower.w3d file into the mod folder will crash the editor.

Subject: ACK, or anyone that makes maps
Posted by [Anonymous](#) on Wed, 16 Oct 2002 12:35:00 GMT
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ACK, do You mean that Tower that looks like a wooden water tank with a .55 cal gun on top is a Westwood Model. I thought that was your model.I have used the Ceiling gun right from the presets. Its pretty cool. Or customize a Gun_Emplacement with the Base Defense script attached.

Make sure U set the team as GDI or NOD and set the # of players to 0. or Disable Transitions.

Subject: ACK, or anyone that makes maps
Posted by [Anonymous](#) on Wed, 16 Oct 2002 12:38:00 GMT
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quote:Originally posted by garth8422:ACK, do You mean that Tower that looks like a wooden water tank with a .55 cal gun on top is a Westwood Model. I thought that was your model.I have used the Ceiling gun right from the presets. Its pretty cool. Or customize a Gun_Emplacement with the Base Defense script attached. Make sure U set the team as GDI or NOD and set the # of players to 0. or Disable Transitions.Yes, that's Westwood's model. I've got a better looking Guard Tower that's in Eglin AFB... Perhaps I'll find a use for it again somewhere.Remember, it's Nod, not NOD.

Subject: ACK, or anyone that makes maps
Posted by [Anonymous](#) on Wed, 16 Oct 2002 15:57:00 GMT
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Ok i extracted GD_tower.w3d now what? i can't import it into gmax just i just put it in though Leveledit?

Subject: ACK, or anyone that makes maps
Posted by [Anonymous](#) on Thu, 17 Oct 2002 00:53:00 GMT
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ack are u makeing any maps plz email me at robert_duffy@btinternet.comalso anyone wanna help me make screenshots for my web my gamespy is Clone_Trooperill tell you my differnt one if i chnge itthx ack your da best also i meant thx for the maps and mods you made

Subject: ACK, or anyone that makes maps
Posted by [Anonymous](#) on Thu, 17 Oct 2002 01:23:00 GMT
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Sorry, You are right. I was typing fast and didnt think what keys I was pressing. Its Nod, not NOD.
oh I guess you can find where its listed in the preset tree and go from there?Just add it as a Vehicle model and attach the base defense script?and oh yeah, KANE LIVES! [October 17, 2002, 01:26: Message edited by: garth8422]
