Subject: uploading a big file
Posted by Anonymous on Sun, 17 Nov 2002 03:16:00 GMT
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I was trying to upload my map to some website, but it is too big even i've zip it. (about 5mb) I cannot upload it to the internet!Anyone knows a website that can upload a big file like this?

Subject: uploading a big file
Posted by Anonymous on Sun, 17 Nov 2002 07:50:00 GMT
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cqan any one help me. this is the first time im making a building to work ingame. i need to know how to make MCT, and how to put the building ingame. and also i need to know how to make it emit smoke when in damadged. for now all i did was... made the building, put it in Tiles from the list in commando edit. and put a building controller of the weapons factory. and also i need to know how to get the PCTs working. for know all i did was made a model of the PCT (a box) and put the PCT on it.i need alot of help. btw im testing how to put building from Leveledit.

Subject: uploading a big file
Posted by Anonymous on Sun, 17 Nov 2002 07:56:00 GMT
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http://members.aol.com/bumpaneer /setup.htmAnd about the PCT I know how to make them work, all my building have them. [November 17, 2002, 16:43: Message edited by: CyborgDC]

Subject: uploading a big file
Posted by Anonymous on Sun, 17 Nov 2002 08:13:00 GMT
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thx. ill read that.

Subject: uploading a big file
Posted by Anonymous on Sun, 17 Nov 2002 09:13:00 GMT
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send it to me Phillip@ucandevelopments.com and i will post it for you and you the addy

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Subject: uploading a big file
Posted by Anonymous on Sun, 17 Nov 2002 10:55:00 GMT
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the pct can be found in the "simple" directory in the presets i think

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Subject: uploading a big file
Posted by Anonymous on Sun, 17 Nov 2002 13:13:00 GMT
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just download the help file

Subject: uploading a big file
Posted by Anonymous on Sun, 17 Nov 2002 18:20:00 GMT
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help file??? i just downloaded the pct and mct that were made by bumpaneerbtw is there a tut on putting buildings ingame from Commando edit.

Subject: uploading a big file
Posted by Anonymous on Sun, 17 Nov 2002 18:38:00 GMT
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I'm working on that too......i would like to place my buildings in level edit instead of in gmax......i'm working on it.Export it as an animated model and then load it into your building agregates directory and then you should be able to move it around in level edit.I'm guessing that you would want to assemble all of your building aggregates in renx and then export it.......but i could be wrong.....i havent got that far yet....i'm still working on getting multi story buildings built so that they will work properly in multiplayer(stairways in place of elevators)I am still working with them in renx......once i get the right groupings and everything set right i will hopefully have a better idea of how to do it correctly.good luck.   Eric.

Subject: uploading a big file
Posted by Anonymous on Sun, 17 Nov 2002 21:43:00 GMT
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for some reason its not targetable. i need to know how to dod that and also how to attach the PCTs and MCT to the TS Weapons Factory.

Subject: uploading a big file
Posted by Anonymous on Tue, 19 Nov 2002 09:51:00 GMT
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I can explain it to you, just send me a mail or a PN.