
Subject: Flying Vehicles

Posted by [kooljason](#) on Tue, 13 Jun 2006 20:05:00 GMT

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Hi, In LE i want to be able to make a flying vehicle available in a non flying map... i really can't figure out how to do it.

I was also wondering how i make a tank (eg. a stealth tank)fly and still be able to purchase it on non-flying maps?

if you know how please post

Subject: Re: Flying Vehicles

Posted by [OWA](#) on Tue, 13 Jun 2006 20:23:46 GMT

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How is a map 'Non-flying' if there are flying vehicles in it??? That defeats the point of a non-flying map.

Try putting the flying vehicles on spawners or something.

Subject: Re: Flying Vehicles

Posted by [Ma1kel](#) on Tue, 13 Jun 2006 20:39:27 GMT

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He means making a flying map from the source of a non-flying map.

Subject: Re: Flying Vehicles

Posted by [Titan_HQ](#) on Tue, 13 Jun 2006 20:52:35 GMT

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If you want to add flying vehicles to a map in Level Edit, go-to "edit" and press "level settings" somewhere there you will find a option that says "flying map" or something similar, check the box and then flying vehicles can be used in the map.

Subject: Re: Flying Vehicles

Posted by [OWA](#) on Tue, 13 Jun 2006 20:55:21 GMT

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My friend nameme is doing that. I have C&C_under_flying.mix and C&C_Hourglass_flying.mix Wierd to play at first but i t lets you see the battlefield from a different perspective.

Subject: Re: Flying Vehicles

Posted by [Titan_HQ](#) on Tue, 13 Jun 2006 21:07:35 GMT

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one winged angel wrote on Tue, 13 June 2006 21:55My friend nameme is doing that. I have C&C_under_flying.mix and C&C_Hourglass_flying.mix Wierd to play at first but i t lets you see the battlefield from a different perspective.

Just out of interest, how do you make a .mix?

Subject: Re: Flying Vehicles

Posted by [kooljason](#) on Tue, 13 Jun 2006 21:11:44 GMT

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make a mix map: <http://renhelp.laeubi-soft.de/index.php?tut=32>

is there a way to change it to a flying map just serverside so people wouldnthave to download stuff?

Subject: Re: Flying Vehicles

Posted by [Titan_HQ](#) on Tue, 13 Jun 2006 21:30:29 GMT

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kooljason wrote on Tue, 13 June 2006 22:11make a mix map:

<http://renhelp.laeubi-soft.de/index.php?tut=32>

is there a way to change it to a flying map just serverside so people wouldnthave to download stuff?

i suppose its possible but im not sure how? Ive played on servers which have had flying enabled on non-flying maps.(without downloading anything first). Maybe editing a map in LE then saving it again as a .mix(with the same name) might be playable serversided.

Subject: Re: Flying Vehicles

Posted by [Zion](#) on Tue, 13 Jun 2006 21:50:05 GMT

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Serverside maps (IE. non-flying to flying vice-versa) dont use *.mix whatsoever, only to "host" the map on. The parts edited through lvledit are saved, not exported.

The C&C_*.Idd/M*.Idd are placed in the servers data folder. Weather that may be dedicated or non-dedicated (non-dedicated can only host maps starting with C&C_*) and serverside maps can only use items from the "objects" branch in lvledit.
