
Subject: serversided?

Posted by [LR01](#) on Sat, 19 Aug 2006 07:43:30 GMT

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Tiles are serversided, is this 100% correct?

Subject: Re: serversided?

Posted by [Zion](#) on Sat, 19 Aug 2006 13:19:41 GMT

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Objects are serverside, that's 100% correct.

Tiles are not serverside, that's 100% correct.

Subject: Re: serversided?

Posted by [paws1111](#) on Sat, 19 Aug 2006 13:41:01 GMT

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Though what you could do is make an tile to replace an old object.... only problem is the annoying heath bar >.<

Subject: Re: serversided?

Posted by [LR01](#) on Sat, 19 Aug 2006 16:40:26 GMT

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Nice,

(hosted with my FDS on joined my server)

This is, as you can see, the interior of the airstrip, where is the file of the exterior?

Subject: Re: serversided?

Posted by [futura83](#) on Sat, 19 Aug 2006 16:44:52 GMT

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i'd like to know where building exteriors are to.

there is a preset list under terrain -> building exteriors - multi-player. unfortunatly, they dont work.

Subject: Re: serversided?

Posted by [LR01](#) on Sat, 19 Aug 2006 16:50:16 GMT

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Yes, I know, the patch filled in isn't always.dat

The interior patch's are

Subject: Re: serversided?

Posted by [Cat998](#) on Sat, 19 Aug 2006 18:53:05 GMT

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nvm

Subject: Re: serversided?

Posted by [jnz](#) on Sat, 19 Aug 2006 21:27:58 GMT

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can't you add the exterior to the pesets list and just use the objects.aow generated?

Subject: Re: serversided?

Posted by [Kamuix](#) on Sat, 19 Aug 2006 22:12:12 GMT

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But you can add Building Exteriors....Hasent anyone played in my servers before ?

Subject: Re: serversided?

Posted by [futura83](#) on Sat, 19 Aug 2006 22:14:29 GMT

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which one?

and how do i add a building exterior?(i wont have to add all of the interior pieces will i? the exteriors will have the insides with them already, wont they?)

Subject: Re: serversided?

Posted by [LR01](#) on Sun, 20 Aug 2006 08:19:53 GMT

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Kamuix wrote on Sun, 20 August 2006 00:12But you can add Building Exteriors....Hasent anyone played in my servers before ?

You did that?

Yes, I saw it. If I'm corret than you replace the GDI A-10 with a silo model and on M13 you put intrior in the hand of nod with the cargo plane and it was GDI

Subject: Re: serversided?

Posted by [LR01](#) on Sun, 20 Aug 2006 11:04:14 GMT

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I found it, all the buildings!
(there where only 3070 W3D files)(By dumb luck I found it)

cool

Subject: Re: serversided?

Posted by [Cat998](#) on Sun, 20 Aug 2006 11:23:07 GMT

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Want to share the presets ?

Subject: Re: serversided?

Posted by [LR01](#) on Sun, 20 Aug 2006 11:29:57 GMT

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sure,

there are 17 of them,

they all start with enc_

found in always.dat

Subject: Re: serversided?

Posted by [jonwil](#) on Sun, 20 Aug 2006 11:52:16 GMT

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Those enc_xxx w3d files are for the encyclopedia in single player mode.
As far as I know, there are no w3d files in always.dat that code for proper multiplayer building exteriors.

Subject: Re: serversided?

Posted by [Kamuix](#) on Sun, 20 Aug 2006 18:32:08 GMT

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One of the best maps

File Attachments

1) [GDI1.JPG](#), downloaded 216 times



2) [NOD1.JPG](#), downloaded 229 times

14-04-2014 14:14:14

crzydude2: I build guardtower
Host: [KB] Player crzydude2 Has deployed a GDI Guard Tower



Subject: Re: serversided?

Posted by [futura83](#) on Sun, 20 Aug 2006 18:34:29 GMT

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ive been on that server, it is amazing.

how is it done with the models though?

Subject: Re: serversided?

Posted by [LR01](#) on Mon, 21 Aug 2006 06:58:45 GMT

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those models are the enc_

but , hehe, on that complex map, You can do now b2b,

and for the nod wall, GDI can get a apc behind it so no base defence can it them and they can rep the apc.

och...

and why dont you use the shrine of nod model, I guess lots of players haven't seen it, and would love to see it

Subject: Re: serversided?

Posted by [Kamuix](#) on Tue, 22 Aug 2006 00:10:17 GMT

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You're right i did you use Enc models, lol the reason i have not used the temple one yet is because i don't know where to put it, but i probably will.

Subject: Re: serversided?

Posted by [Spetz5](#) on Tue, 22 Aug 2006 13:22:06 GMT

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Most of the enc buildings are ok, the airstrip sucks though.

And there is no .w3d for building exteriors in always.dat, they are all put in as part of a level.
