Subject: No model?

Posted by a100 on Tue, 27 Mar 2007 23:35:07 GMT

View Forum Message <> Reply to Message

Well im trying to make a mutant hijacker and so far i have all the scripts done and etc, the problem im having is that the model that i assigned to the preset in objects aow isnt being used, it shows no model when i use the char even though ive assigned it the sbh model.

I'm using ssaow 1.5 ported to 2.9.2

Subject: Re: No model?

Posted by covert7 on Wed, 28 Mar 2007 12:10:07 GMT

View Forum Message <> Reply to Message

I dont know much about ssaow, but is the model name the exactly the same as what the game will recoginize. In other words, did u spell it right?

Subject: Re: No model?

Posted by a100 on Wed, 28 Mar 2007 19:06:58 GMT

View Forum Message <> Reply to Message

Yes

Subject: Re: No model?

Posted by Zion on Wed, 28 Mar 2007 20:19:06 GMT

View Forum Message <> Reply to Message

Why don't you create your own model and add it to the presets tree then link it in the PT's?

Subject: Re: No model?

Posted by a100 on Wed, 28 Mar 2007 20:33:51 GMT

View Forum Message <> Reply to Message

The problem is that the model i assigned the char isnt showing up...

Subject: Re: No model?

Posted by Canadacdn on Wed, 28 Mar 2007 20:45:30 GMT

View Forum Message <> Reply to Message

Are you saying that you made your own model to use it on servers? If so, you can't do that. Sorry.

Subject: Re: No model?

Posted by a100 on Wed, 28 Mar 2007 21:07:18 GMT

View Forum Message <> Reply to Message

No, i am using a model that is already there which is the sbh one.

For some reason it shows for gdi and not nod =\

edit btw this is for server side

Subject: Re: No model?

Posted by Zion on Thu, 29 Mar 2007 07:23:43 GMT

View Forum Message <> Reply to Message

You cannot assign a new model serverside. Basicly because the client would need that exact same model, and WOL doesn't support file transfer.

Subject: Re: No model?

Posted by a100 on Thu, 29 Mar 2007 20:20:24 GMT

View Forum Message <> Reply to Message

I tried assigned the hijacker the kane model and i keep getting no model for nod, but get one for gdi

GDI

NOD

as you can see the kane model doesnt show up for nod any help?

File Attachments

1) ScreenShot15.png, downloaded 348 times



2) ScreenShot16.png, downloaded 327 times



Subject: Re: No model?

Posted by Gen_Blacky on Thu, 29 Mar 2007 20:45:18 GMT

View Forum Message <> Reply to Message

Subject: Re: No model?

Posted by a100 on Thu, 29 Mar 2007 21:43:36 GMT

View Forum Message <> Reply to Message

Gen_Blacky wrote on Thu, 29 March 2007 14:45

Subject: Re: No model?

Posted by Tankkiller on Thu, 29 Mar 2007 22:12:34 GMT

View Forum Message <> Reply to Message

This is weird. My hyposthies to fix this is to create a nod verson of the mutant hijacker and a gdi version to use for the suit of team.

I think this is caused by the engine getting an inopropite team match-up, since the engine didn't know what to do with it filed you as "null"

Subject: Re: No model?

Posted by a100 on Thu, 29 Mar 2007 22:46:03 GMT

View Forum Message <> Reply to Message

I tried what you set but still no result =-\