Subject: Pathfind blocker?
Posted by Anonymous on Fri, 31 Jan 2003 10:08:00 GMT
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I have made a map with rocks on it. I have used the pathfind blocker under editor only objects to restrict access so that the infantry don't get stuck. In the game the blockers don't seem to work am i using the right object? I have made a human pathfind generator and run pathfind generator if it's anything to do with it.Thanks

Subject: Pathfind blocker?
Posted by Anonymous on Fri, 31 Jan 2003 10:24:00 GMT
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That only block the pathfind, that does not mean, that vehicles can't get there. It's just for the harvester, so that it don't fall into a river or try's to drive into tunnels.For the Vehcile can'T aces thing use a plane or Box with W3D option [x]vehicles and [x]hide activated.

Subject: Pathfind blocker?
Posted by Anonymous on Fri, 31 Jan 2003 10:59:00 GMT
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No way of doing it within Level Edit?

Subject: Pathfind blocker?
Posted by Anonymous on Fri, 31 Jan 2003 11:02:00 GMT
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quote:Originally posted by General Havoc:No way of doing it within Level Edit?no -you had to make them in renx.you could always make them and proxie them in as terrain.

Subject: Pathfind blocker?
Posted by Anonymous on Fri, 31 Jan 2003 11:13:00 GMT
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How do you actually create a proxy, i have never done this. Based on the word i take it that proxy is a stand in object for a real one thats gets used when you actually play the map? is it simple to do?

Subject: Pathfind blocker?
Posted by Anonymous on Fri, 31 Jan 2003 11:54:00 GMT

quote:Originally posted by General Havoc:How do you actually create a proxy, i have never done this. Based on the word i take it that proxy is a stand in object for a real one thats gets used when you actually play the map? is it simple to do?Yes - it will pull in the named tile that is attached to the ~ bone. (proxie)Look at the middle of the WW buildings -- notice the interior isnt there.now -- look at how the they are called in commando -everything is referenced to 0,0,0.look in the renhelp file - i have a short tutorial on how to do this..http://di.ww-unleashed.com/RenHelp

Subject: Pathfind blocker?
Posted by Anonymous on Fri, 31 Jan 2003 15:32:00 GMT

you are pretty much way over doing it here...make some small hidden block (about 2x2) in RenX, set the desired collision (physical for human, vehicle for... vehicle)then export as terrain.make a new tile, and set that as the preset, staticpysnow... this WILL show up like a PT, so be careful.

Subject: Pathfind blocker?
Posted by Anonymous on Sat, 01 Feb 2003 02:38:00 GMT

Thats the right way, as Dante say, but one thing: Make one invisible and an invisible blok (baoth exported with the same name) but the hidden one in the root of your Modfolder, the other one into a seperate folder. Refer for the tile to the visible one, so you cans e it in Leveldit, but after exportig the invisible one will be used (or just delete/rename the visible one before exportig)Taht will do it much easier to handle this Objekt

Subject: Pathfind blocker?
Posted by General Havoc on Wed, 04 Jun 2003 16:31:04 GMT

Bump. Here it is Sanads78

_General Havoc