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Subject: Halo w3d  
Posted by [\\_SSnipe\\_](#) on Mon, 28 May 2007 10:23:03 GMT  
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where can i find the w3d fiels to add to somthing on a serv heres the ss of it

i really want those files

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Subject: Re: Halo w3d  
Posted by [Sn1per74\\*](#) on Mon, 28 May 2007 14:17:07 GMT  
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<http://halo38.laeubi-soft.de/console.php?int=FFwqL1D{Pw&id=7>  
There you go my friend.

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Subject: Re: Halo w3d  
Posted by [\\_SSnipe\\_](#) on Tue, 29 May 2007 00:26:06 GMT  
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ty but how do i set them up on the thing on renhelp says they have to be w3d files of the teleporters

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Subject: Re: Halo w3d  
Posted by [Viking](#) on Tue, 29 May 2007 00:37:51 GMT  
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Are you trying to do this server side, it will not work you will have to use something else.

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Subject: Re: Halo w3d  
Posted by [\\_SSnipe\\_](#) on Tue, 29 May 2007 03:47:50 GMT  
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well i seen a map that has this and u don't need know files extra to download just the map its self now can i add this into a multiplayer lvl file in level edit and host the map like field and ect?

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Subject: Re: Halo w3d  
Posted by [jamiejrg](#) on Tue, 29 May 2007 20:09:14 GMT  
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Then everyone has to download the map.

Man you have to get this through your head.

As a rule of thumb. If you add anything to a map that isn't already in renegade then you have to get your clients to download the map.

Do you see those porters anywhere in stock renegade?

I don't mean to sound like a dick or anything, but it's a really easy concept.

Jamie

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Subject: Re: Halo w3d  
Posted by [\\_SSnipe\\_](#) on Wed, 30 May 2007 00:04:00 GMT  
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lol ok ty

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Subject: Re: Halo w3d  
Posted by [\\_SSnipe\\_](#) on Wed, 30 May 2007 07:14:33 GMT  
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can ui still add it to field map but count it as a whole new map?

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Subject: Re: Halo w3d  
Posted by [reborn](#) on Wed, 30 May 2007 09:48:46 GMT  
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joe937465 wrote on Wed, 30 May 2007 03:14can ui still add it to field map but count it as a whole new map?

yeah you can, but you would have to rename the map, or people who have your map would get disconnected from rg and most likely not be able to play in other servers with field in rotation (which is most servers).  
Just call it cnc\_field\_joe.mix or whatever...

There are models in renegade that are almost similar to those things. The cryo chamber springs to mind...

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Subject: Re: Halo w3d  
Posted by [\\_SSnipe\\_](#) on Wed, 30 May 2007 20:33:17 GMT  
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now when i do this do i have to move the tele w3d files into the .mix file using that XXC mixer?

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Subject: Re: Halo w3d  
Posted by [reborn](#) on Wed, 30 May 2007 20:48:14 GMT  
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joe937465 wrote on Wed, 30 May 2007 16:33now when i do this do i have to move the tele w3d files into the .mix file using that XXC mixer?

Yes you copy them to it =]

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Subject: Re: Halo w3d  
Posted by [\\_SSnipe\\_](#) on Wed, 30 May 2007 21:15:27 GMT  
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ok do i also have to keep the objects file added to the servers data folder aswell?

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Subject: Re: Halo w3d  
Posted by [Sn1per74\\*](#) on Thu, 31 May 2007 04:36:50 GMT  
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If you put the object in the map on level edit the file will be in the .mix file. Correct me if I'm wrong.

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Subject: Re: Halo w3d  
Posted by [\\_SSnipe\\_](#) on Thu, 31 May 2007 11:38:18 GMT  
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lol ty guys ill screw around with it

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