Subject: Citys_flying,Walls,flying
Posted by _SSnipe_ on Wed, 27 Jun 2007 04:19:20 GMT
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in level edit some spots on map everything goes invisible and i cant see what im editing or anything how can i fix it?

Subject: Re: Citys_flying,Walls,flying
Posted by Zion on Wed, 27 Jun 2007 07:22:22 GMT
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Vis.

Autogenerate vis data. Under the "Vis" menu in the menu bar.

Subject: Re: Citys_flying,Walls,flying
Posted by _SSnipe_ on Wed, 27 Jun 2007 09:49:59 GMT
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thanks ill try it out another questions the presets in the tiles section of lvl i add them on map but dont show up on the server when i play it

Subject: Re: Citys_flying,Walls,flying
Posted by Zion on Wed, 27 Jun 2007 11:34:49 GMT
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Any presets from the Tiles preset branch do not work serverside.

If anything link to them from the Objects branch.

Subject: Re: Citys_flying,Walls,flying
Posted by _SSnipe_ on Wed, 27 Jun 2007 21:37:17 GMT
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ok well on kamuix serv they had those walls and those walls where in tiles how and he got them to work if he linked them to objects how did he do it?

Subject: Re: Citys_flying,Walls,flying
Posted by Zion on Wed, 27 Jun 2007 22:51:01 GMT
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Define 'those walls'. What do they look like?

Red laser fences are sydney walls found in simple dsapo.
Base walls from MX0 (or M13 w/e) are called base_wall or something like that. I don't have LE at hand so i can't exactly say.

Subject: Re: Citys_flying,Walls,flying
Posted by _SSnipe_ on Wed, 27 Jun 2007 22:59:08 GMT
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1)well im not using the walls but i was using it as an example that there tiles what im using is the stuff in the tib section like the tib tree

2)aslo i made dummy objects (tib mist) to make that green fog of tiberian but not showing up ingame

3)along with i added those files from always.dat like zunnie said but my doors are still not working

thank you

Subject: Re: Citys_flying,Walls,flying
Posted by _SSnipe_ on Thu, 28 Jun 2007 00:06:34 GMT
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nvm number 3