Subject: Kamuix Question
Posted by _SSnipe_ on Wed, 04 Jul 2007 12:15:08 GMT
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well i found out that tiles wont work sever side so my question is how can i turn one of the tiles into something that will work server side like kam does?

i spent 3 hours trying and testing i opened up the servers always .dat extracted a trans w3d and a tiles w3d i tryed switching the names of the files and putting them back in and run a test serv and nothing i tried lot of other stuff that did not work all i need is to make a tile work server side if i have to replace a object i will but tile needs to be able for bullet holes to show up please help

reborn,bluethen,white dragon someone this is something i need answer to finish a project of min please and thank you

ps happy fourth of july

Subject: Re: Kamuix Question
Posted by Hex on Wed, 04 Jul 2007 12:22:45 GMT
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Make it a object

Subject: Re: Kamuix Question
Posted by _SSnipe_ on Wed, 04 Jul 2007 19:37:35 GMT
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ya but im not really sure how i thought chancing the w3d files but did not work at all

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Subject: Re: Kamuix Question
Posted by Hex on Wed, 04 Jul 2007 20:26:27 GMT
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change the model

Subject: Re: Kamuix Question
Posted by Slave on Wed, 04 Jul 2007 20:59:44 GMT
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by now i hope you realise what will and will not mess up serverside compatibility?

Subject: Re: Kamuix Question
Posted by futura83 on Wed, 04 Jul 2007 21:21:25 GMT
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To elaborate what hex is saying:

Find the W3D file-name of the tile you are trying to use, and create a preset under the objects tab. Set the model to the right one.

IF you couldn't understand that, quit modding...

Subject: Re: Kamuix Question
Posted by ETKkillr on Wed, 04 Jul 2007 21:27:49 GMT
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the british are so gay ^^

Subject: Re: Kamuix Question
Posted by futura83 on Wed, 04 Jul 2007 21:28:51 GMT
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ETKkillr wrote on Wed, 04 July 2007 22:27the british are so gay ^^

so's yer dad

Subject: Re: Kamuix Question
Posted by _SSnipe_ on Wed, 04 Jul 2007 22:11:53 GMT
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Quote: To elaborate what hex is saying:

Find the W3D file-name of the tile you are trying to use, and create a preset under the objects tab. Set the model to the right one.

so if the model name is dsp_concretwal.w3d
i just make another preset and put that model in there?

i think i got lost here "Set the model to the right one"

Subject: Re: Kamuix Question
Posted by futura83 on Wed, 04 Jul 2007 22:16:39 GMT
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joe937465 wrote on Wed, 04 July 2007 23:11Quote: To elaborate what hex is saying:

Find the W3D file-name of the tile you are trying to use, and create a preset under the objects tab.
Set the model to the right one.

so if the model name is dsp_concretwal.w3d
i just make another preset and put that model in there?

i think i got lost here "Set the model to the right one"

Yes.

Subject: Re: Kamuix Question
Posted by _SSnipe_ on Wed, 04 Jul 2007 22:47:19 GMT
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i had to make new object in objects>simple
can i name it anything i want?

EDIT: cant get it to work on objects>simple i clicked ad then named it
dsp_concretwal
made it damageablestaticpyhs or something like that

model is dsp_concretwal.w3d

and not targetble

then click make on map and amkes the objects but when save maop the whole thing crashes

Subject: Re: Kamuix Question
Posted by _SSnipe_ on Thu, 05 Jul 2007 11:42:18 GMT
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so please guys im begging i cant get this to work
iv tryed

switching the name of the to models
extracting the w3d in always.dat (server one) and replacing there names
i tryed add a new object with it
and tried replace a current present wth it

and nothing works just keeps crashing

its imporent that i find a preset that leaves bullet holes (which are tiles)
but i cant get them serverside please help me guys please