Subject: M0 Maps Defense
Posted by witebolx on Thu, 12 Jul 2007 16:55:02 GMT
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hey guys, because my leveledit keeps crashing when it loads the preset library, i cant see the presets for M0 Maps, is there a topic where does presets are listed?
like for example: M06_Tailgun

Thx !!

Subject: Re: M0 Maps Defense
Posted by _SSnipe_ on Thu, 12 Jul 2007 20:10:00 GMT
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so u want a,, the m06 scripts or wat :S

Subject: Re: M0 Maps Defense
Posted by witebolx on Thu, 12 Jul 2007 22:15:39 GMT
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i want the presets used for M0 Maps because i need the defense presets like the tailgun etc

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Subject: Re: M0 Maps Defense
Posted by SWNight on Fri, 13 Jul 2007 04:51:49 GMT
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Big_Gun_Phat (Shore Defence Cannon)
M06_Tailgun (Tail Gun)
M11_Nod_Ceiling_Gun (Ceiling gun from M11)
MX0_Nod_Obelisk (Just a ceiling gun firing the obelisk ray)
M04_LargeSam_Site (The massive SamSite from M04)
Nod_Turret (What they use in all mission maps (The weak one))

Subject: Re: M0 Maps Defense
Posted by witebolx on Fri, 13 Jul 2007 12:52:50 GMT
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alz45 wrote on Fri, 13 July 2007 06:51Big_Gun_Phat (Shore Defence Cannon)
M06_Tailgun (Tail Gun)
M11_Nod_Ceiling_Gun (Ceiling gun from M11)
MX0_Nod_Obelisk (Just a ceiling gun firing the obelisk ray)

M04_LargeSam_Site (The massive SamSite from M04)
Nod_Turret (What they use in all mission maps (The weak one))

M11_Nod_Ceiling_Gun (Ceiling gun from M11)
using this is an instant Kill for all GDI, it fires 1 beam and it kills a harvester in 1 sec etc :S

Big_Gun_Phat (Shore Defence Cannon)
this preset crashes the game.

but thx for the presets, i just need to figure out why the M11_Nod_Ceiling_Gun can not be killed
and need to reduce the fire power. and for the M04_LargeSam_Site the same, it cant be killed
and also need to reduce the fire power

Subject: Re: M0 Maps Defense
Posted by SWNight on Fri, 13 Jul 2007 16:11:56 GMT
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wittebolx wrote on Fri, 13 July 2007 07:52alz45 wrote on Fri, 13 July 2007 06:51Big_Gun_Phat
(Shore Defence Cannon)
M06_Tailgun (Tail Gun)
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and also need to reduce the fire power

The Big_Gun_Phat doesn't crash the game as i have it working on my server... And the

M11_Nod_Ceiling_Gun is the special ceiling gun from M11, with the lazer beam..

Subject: Re: M0 Maps Defense
Posted by wittebolx on Fri, 13 Jul 2007 23:05:29 GMT

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alz45 wrote on Fri, 13 July 2007 18:11wittebolx wrote on Fri, 13 July 2007 07:52alz45 wrote on Fri, 13 July 2007 06:51Big_Gun_Phat (Shore Defence Cannon)
M06_Tailgun (Tail Gun)
M11_Nod_Ceiling_Gun (Ceiling gun from M11)
MX0_Nod_Obelisk (Just a ceiling gun firing the obelisk ray)
M04_LargeSam_Site (The massive SamSite from M04)
Nod_Turret (What they use in all mission maps (The weak one))

M11_Nod_Ceiling_Gun (Ceiling gun from M11)
using this is an instant Kill for all GDI, it fires 1 beam and it kills a harvester in 1 sec etc :S

Big_Gun_Phat (Shore Defence Cannon)
this preset crashes the game.

but thx for the presets, i just need to figure out why the M11_Nod_Ceiling_Gun can not be killed and need to reduce the fire power. and for the M04_LargeSam_Site the same, it cant be killed and also need to reduce the fire power

The Big_Gun_Phat doesn't crash the game as i have it working on my server... And the M11_Nod_Ceiling_Gun is the special ceiling gun from M11, with the lazer beam..

i know what the guns do and whats they are...
this was not my question, and why the Big Gun is crashing my server, is because of the client scripts that are used at the moment, i figured that out.
but anyway thx for the info