Subject: Conyard Model Help
Posted by The Executor on Thu, 28 Feb 2008 10:50:57 GMT

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Okay I have a problem, I am making a map using heightfield with the building mp_nod_conyard and you cant export the whole thing as terrian because then when you try to move the building all the interior meshs move apart so I have to do them seprate which works fine with other buildings except this one I exported the .w3d and I got the two sections allined except all the emmiters are showing and and the PCT is messed up and the MCT will not target either. So I have no clue what he problem is; help anyone?

File Attachments
1) MCT bad.jpg, downloaded 208 times
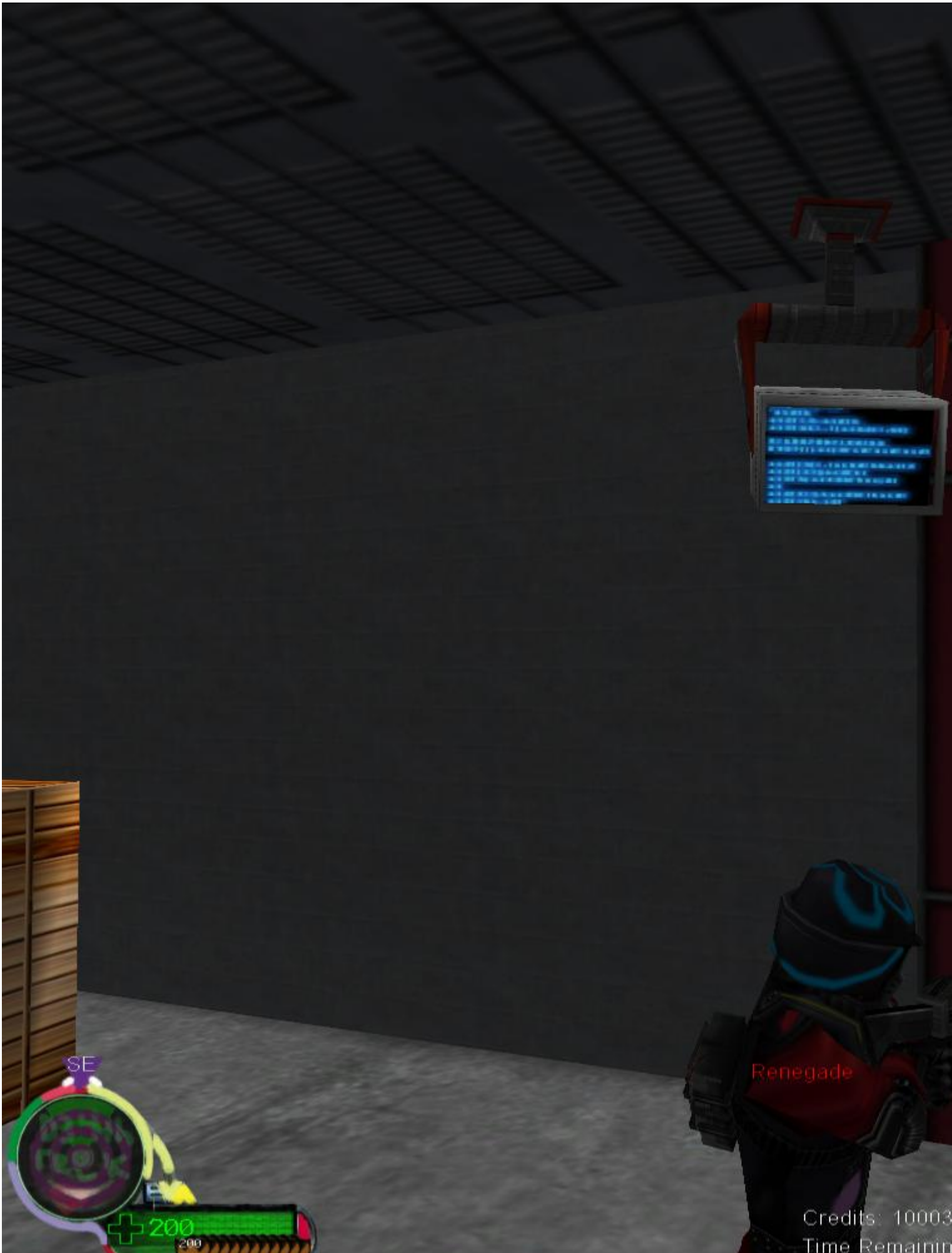
SE

Renegade

Credits: 10003
Time Remaining

2) PCTbad.jpg, downloaded 205 times

100

3) crack.jpg, downloaded 215 times

[Construction Yard]

Renegade

Credits: 99999

Time Remaini

Subject: Re: Conyard Model Help
Posted by Di3HardNL on Thu, 28 Feb 2008 10:53:50 GMT
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I dont know if im sure what you mean, but when i move multiple things in renx I simply select all objects and make them a 'group'
then when you move it, it all moves togheter

Subject: Re: Conyard Model Help
Posted by The Executor on Thu, 28 Feb 2008 15:29:55 GMT
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No I mean I selected one building in renx lets say a GDI pp and export is as terrian. It has the interiors, exteriors and all of the proper emmiters. Then when I select "Terrian is Movable" or something like that and try to move the pp in a HEIGHFIELD map again all the meshs come aprt and go to the (0,0) point on the map. So I found out I could get the buildings to work by putting two items together exporting the two diffrent sections incharage the exterior and then next the interior. So my problem is is that all of the emmiters are showing and the PCT has the 4 animations going on at the same time along with the MCT aswell. When I tried moving the GDI pp I got it fro the building_proxy file from renhelp. They also dont have the proper CY model in the folder either.

Subject: Re: Conyard Model Help
Posted by Reaver11 on Thu, 28 Feb 2008 17:18:03 GMT
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There are a few simple rules.

DO not use Terreinselectable to move buildings!!!

You must always put them into Renx.

If you want to make a map with heightfield set all the buildings in a nice bases without adding extra terrein meshes.

So the buildings must stand on a point ABOVE x=0 y=0 (leave the z normal otherwise your heigtfield will not fit)

So lets say you want to put down a conyard ->

It must on a value above x=0 y=0   so x=33 and y=34 is good.

Really dont fiddle with Z coördinates when using heigtfield.