
Subject: GDI Guard Tower(s)?

Posted by [rrutk](#) on Tue, 08 Apr 2008 20:16:28 GMT

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In Leveledit the (Standard-Preset) GDI Guard Tower is Model A (see picture below). It's NOT a model of mine!

But InGame it is Model B.

So where (which file) is Model A? Leveledit has to know it from somewhere.....???

Subject: Re: GDI Guard Tower(s)?

Posted by [R315r4z0r](#) on Tue, 08 Apr 2008 20:26:59 GMT

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The model has to be in the level edit's mod package directory. I usually keep the stuff in the levels folder.

Subject: Re: GDI Guard Tower(s)?

Posted by [rrutk](#) on Tue, 08 Apr 2008 20:36:42 GMT

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no, this is not a model of mine. it's one of the old assets (I guess), which has leveledit in his standard presets.

but under this filename (gd_tower.w3d) there is a different tower in the always.dat.

so, somewhere must the other model be saved...otherwise leveledit wouldnt know it.

Subject: Re: GDI Guard Tower(s)?

Posted by [mr£Ä\\$Ä-z](#) on Tue, 08 Apr 2008 21:35:33 GMT

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OH DAMN! Why they fucked Renegade so hard T_T all this Beta stuff is just Kickass!

Subject: Re: GDI Guard Tower(s)?

Posted by [Oblivion165](#) on Wed, 09 Apr 2008 01:24:59 GMT

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The only tower by that name is in Always2.dat and Glacier Flying (but its the standard renegade tower in both). It may be being pulled from a custom map that someone made a tower by the same name.

Subject: Re: GDI Guard Tower(s)?
Posted by [Xpert](#) on Wed, 09 Apr 2008 02:01:24 GMT
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Tower A actually looks hawt ;o

Subject: Re: GDI Guard Tower(s)?
Posted by [rrutk](#) on Wed, 09 Apr 2008 10:47:13 GMT
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Oblivion165 wrote on Tue, 08 April 2008 21:24The only tower by that name is in Always2.dat and Glacier Flying (but its the standard renegade tower in both). It may be being pulled from a custom map that someone made a tower by the same name.

you are right, i found it in eagle_AFB.mix by ACK. so may be, it's a model by ACK...?

so leveledit grabbs not only the always.dat, but the mix-files too?

Tower B from the always2.dat - is it original by westwood?
