
Subject: 4 Map Questions

Posted by [DarkKnight](#) on Sat, 06 Dec 2008 00:30:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

i have a friend trying to fix some of these but wanted to see what others might say

1) Why is it on some maps when I load them to check them out they run fine but when I set it for more than one player there isn't a floor?

2) I love the map called Standoff on the Stalker website but its so unstable. Nothing is wrong with the map other than it crashes all the dam time.

Why is that and can it be fixed?

3) On the map Snowstorm also located on the stalker site their are transporter places. 2 people could be starring right at it and it looks totally different. For example:

or you will see just a grey box with a blue front. i've seen both on this map and have played with a friend and we stood side by side each of us seeing 2 different things.

4) Why is it on some maps the OB won't fire in all directions?

Stalker Website

Subject: Re: 4 Map Questions

Posted by [samous](#) on Sat, 06 Dec 2008 02:16:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

Darkknight wrote on Fri, 05 December 2008 16:30i

4) Why is it on some maps the OB won't fire in all directions?

The poor making of the map (no offense). The obgun (the actual weapon) is seperate from the obby, so if you place it rong, the gun won't fire behind the obby, b/c the obby will block it. If that doesn't answer you question, post a SS of the obby not attacking you, but you still being able to see the tip.

Subject: Re: 4 Map Questions

Posted by [DarkKnight](#) on Sat, 06 Dec 2008 11:29:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

samous wrote on Fri, 05 December 2008 20:16Darkknight wrote on Fri, 05 December 2008 16:30i

4) Why is it on some maps the OB won't fire in all directions?

The poor making of the map (no offense). The obgun (the actual weapon) is separate from the obby, so if you place it wrong, the gun won't fire behind the obby, b/c the obby will block it. If that doesn't answer your question, post a SS of the obby not attacking you, but you still being able to see the tip.

is that an easy fix to move where it fires from?

Subject: Re: 4 Map Questions
Posted by [ErroR](#) on Sat, 06 Dec 2008 12:23:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Darkknight wrote on Sat, 06 December 2008 13:29samous wrote on Fri, 05 December 2008 20:16Darkknight wrote on Fri, 05 December 2008 16:30i
4) Why is it on some maps the OB won't fire in all directions?

The poor making of the map (no offense). The obgun (the actual weapon) is separate from the obby, so if you place it wrong, the gun won't fire behind the obby, b/c the obby will block it. If that doesn't answer your question, post a SS of the obby not attacking you, but you still being able to see the tip.

is that an easy fix to move where it fires from?

depends on the gun (normal/flamer or chem)

Subject: Re: 4 Map Questions
Posted by [DarkKnight](#) on Sat, 06 Dec 2008 13:00:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Sat, 06 December 2008 06:23Darkknight wrote on Sat, 06 December 2008 13:29samous wrote on Fri, 05 December 2008 20:16Darkknight wrote on Fri, 05 December 2008 16:30i
4) Why is it on some maps the OB won't fire in all directions?

The poor making of the map (no offense). The obgun (the actual weapon) is separate from the obby, so if you place it wrong, the gun won't fire behind the obby, b/c the obby will block it. If that doesn't answer your question, post a SS of the obby not attacking you, but you still being able to

see the tip.

is that an easy fix to move where it fires from?

depends on the gun (normal/flamer or chem)

huh??? we are talking about the ob

Subject: Re: 4 Map Questions

Posted by [ErroR](#) on Sat, 06 Dec 2008 13:09:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

Darkknight wrote on Sat, 06 December 2008 15:00ErroR wrote on Sat, 06 December 2008 06:23Darkknight wrote on Sat, 06 December 2008 13:29samous wrote on Fri, 05 December 2008 20:16Darkknight wrote on Fri, 05 December 2008 16:30i
4) Why is it on some maps the OB won't fire in all directions?

The poor making of the map (no offense). The obgun (the actual weapon) is separate from the obby, so if you place it wrong, the gun won't fire behind the obby, b/c the obby will block it. If that doesn't answer your question, post a SS of the obby not attacking you, but you still being able to see the tip.

is that an easy fix to move where it fires from?

depends on the gun (normal/flamer or chem)

huh??? we are talking about the ob

oh

Subject: Re: 4 Map Questions

Posted by [samous](#) on Sat, 06 Dec 2008 16:35:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

no, atleast it's not easy for me. You have to click on an invisible object in the middle of the air, and move it somewhere where it can fire, which is really just guessing. Good luck! (invisible if you use LE, idk if you can edit it in Renx)

Subject: Re: 4 Map Questions

Posted by [DarkKnight](#) on Sat, 06 Dec 2008 16:51:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

ok well ty, any answers for the other 3 questions???

Subject: Re: 4 Map Questions
Posted by [DarkKnight](#) on Sun, 07 Dec 2008 16:56:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

70 reviews and no one has a clue

Subject: Re: 4 Map Questions
Posted by [ErroR](#) on Sun, 07 Dec 2008 17:38:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

i don't know

Subject: Re: 4 Map Questions
Posted by [samous](#) on Sun, 07 Dec 2008 20:24:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Darkknight wrote on Fri, 05 December 2008 16:30

2) I love the map called Standoff on the Stalker website but its so unstable. Nothing is wrong with the map other than it crashes all the dam time.

Why is that and can it be fixed?

3) On the map Snowstorm also located on the stalker site their are transporter places. 2 people could be starring right at it and it looks totally different. For example:

or you will see just a grey box with a blue front. i've seen both on this map and have played with a friend and we stood side by side each of us seeing 2 different things.

2:Possibly not fix-able. Setertain things crash for un-expainable reasones. Also, if your comp sucks, that could crash if the map is super-hd.

3: Renegade is proble trying to see 2 dif skins at the same time, for example if you have 2 meshes with the 2 dif skins in the same place, you will see the skins changing periodically, and they change dif for other people. Either that, or one of you 2 have anotheher file in you dATA folder that has the same name as the skin they use.

Subject: Re: 4 Map Questions
Posted by [DarkKnight](#) on Mon, 08 Dec 2008 01:31:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

ty but as far as seeing 2 different things, i've seen them both.

thank you for replying. to bad on standoff. very nice layout
