Subject: Cant find something...
Posted by SSIDJTHED on Tue, 13 Oct 2009 02:55:37 GMT
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Hello everyone, I've been making a new map and i need some help getting a purchase terminal Preset. Not the PT zone, the actual PT. I don't know if its supposed to be in LE or RenX, but please help me.

Thank you

Subject: Re: Cant find something...
Posted by Altzan on Tue, 13 Oct 2009 04:34:09 GMT
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In LE:

Objects > Simple > CnC > Pt's (something like that, I can't check)

Subject: Re: Cant find something...
Posted by SSIDJTHED on Tue, 13 Oct 2009 04:48:06 GMT
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Hm..... there are 2 like it...

when i looked in there it was the PT zones... not what i really wanted i wanted the model of the pt...

Subject: Re: Cant find something...
Posted by ErroR on Tue, 13 Oct 2009 10:31:00 GMT
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SSIDJTHED wrote on Tue, 13 October 2009 07:48Hm..... there are 2 like it...

when i looked in there it was the PT zones... not what i really wanted i wanted the model of the pt...
the model of pt is placed in renx, and the the ptc_zone on top of it in LE.

Subject: Re: Cant find something...

Posted by Altzan on Tue, 13 Oct 2009 14:00:53 GMT
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It's Cnc_Objects... I forgo there were two

NOTE: It is invisible, so once you place it click right in the middle of your scene to find it. Just place it overlaying the actual PT in your level.

Subject: Re: Cant find something...
Posted by ErroR on Tue, 13 Oct 2009 14:08:20 GMT
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Altzan wrote on Tue, 13 October 2009 17:00It's Cnc_Objects... I forgo there were two

NOTE: It is invisible, so once you place it click right in the middle of your scene to find it. Just place it overlaying the actual PT in your level.
he said he found it already, but wanted the model of the pt.

Subject: Re: Cant find something...
Posted by SSIDJTHED on Tue, 13 Oct 2009 14:48:24 GMT
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yeah... i already got the PT zone set up from RenX, maybe i have to do it in RenX to... so maybe if someone can give me the model name for the barracks and HON

Subject: Re: Cant find something...
Posted by YazooGang on Tue, 13 Oct 2009 19:12:41 GMT
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SSIDJTHED wrote on Mon, 12 October 2009 23:48Hm..... there are 2 like it...

when i looked in there it was the PT zones... not what i really wanted i wanted the model of the pt...

It wouldnt hurt to search it in those 2 trees.

Edit: I think Level edit just sucks like that. Everything is like unorganized.

Subject: Re: Cant find something...
Posted by SSIDJTHED on Wed, 14 Oct 2009 00:17:11 GMT
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YazooGang wrote on Tue, 13 October 2009 12:12SSIDJTHED wrote on Mon, 12 October 2009 23:48Hm..... there are 2 like it...

when i looked in there it was the PT zones... not what i really wanted i wanted the model of the pt...

It wouldnt hurt to search it in those 2 trees.

Edit: I think Level edit just sucks like that. Everything is like unorganized.

O.o

Subject: Re: Cant find something...
Posted by SSIDJTHED on Wed, 14 Oct 2009 14:49:47 GMT
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I just need the name of the W3D file so i can get it into RenX

Subject: Re: Cant find something...
Posted by Spyder on Wed, 14 Oct 2009 15:03:06 GMT
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The Purchase Terminal is integrated in the building models. Just download a building model pack for RenX or 3DS Max (depends on the one your working with) and add them to your scene.

Subject: Re: Cant find something...
Posted by SSIDJTHED on Thu, 15 Oct 2009 02:01:44 GMT
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New Question: Where can i get the model pack?

Subject: Re: Cant find something...
Posted by Spyder on Thu, 15 Oct 2009 08:12:10 GMT
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3DS Max Buildings with proxies: http://ren.game-maps.net/index.php?act=view&id=1007

RenX Buildings with proxies: http://ren.game-maps.net/index.php?act=view&id=1006

Subject: Re: Cant find something...

Posted by SSIDJTHED on Fri, 16 Oct 2009 03:09:59 GMT
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i know about the building prox, but i thought there was a PT prox...

Subject: Re: Cant find something...
Posted by Altzan on Fri, 16 Oct 2009 05:47:48 GMT
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Buildings with proxies come with PT's and spawners prearranged.

Subject: Re: Cant find something...
Posted by ErroR on Fri, 16 Oct 2009 12:06:02 GMT
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just delete everything, leaving the pt box, skin it and you're done

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Subject: Re: Cant find something...
Posted by GEORGE ZIMMER on Fri, 16 Oct 2009 13:12:23 GMT
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Another option if you don't want the basic PT's is to make your own. You can add the poke_buy_terminal or whatever the hell it's called script to a normal object and it'll work like a PT. The actual script is in the PT zone preset, look for it in there and attach that to whatever object you want. This is a nice way to not have the PT act as a large invisible blocker and such.