
Subject: Having trouble making a mod
Posted by [greenirrad](#) on Tue, 20 Apr 2010 13:04:25 GMT
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Um, I have unpacked a map, C&C_Walls_Flying.mix. I have modded it a bit, only changed some textures, and now when I load it at Renegade, I have 2 main problems - Harvesters won't move, and there is no fog. I want to add some fog and snow to the map, how do I do it? Also, waypoints for harvesters seem to be visible on the map...

Subject: Re: Having trouble making a mod
Posted by [danpaul88](#) on Tue, 20 Apr 2010 15:00:31 GMT
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Make sure to generate pathfinding data before exporting the map so the harvesters work properly.

Subject: Re: Having trouble making a mod
Posted by [saberhawk](#) on Tue, 20 Apr 2010 15:43:54 GMT
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greenirrad wrote on Tue, 20 April 2010 09:04Um, I have unpacked a map, C&C_Walls_Flying.mix. I have modded it a bit, only changed some textures, and now when I load it at Renegade, I have 2 main problems - Harvesters won't move, and there is no fog. I want to add some fog and snow to the map, how do I do it? Also, waypoints for harvesters seem to be visible on the map...

Edit->Background Settings for fog/weather/time of day controls. Be sure to "Compute Vertex Solve..." if you update the lighting on the level either by adding/moving/removing lights or change the level's time of day.

Subject: Re: Having trouble making a mod
Posted by [greenirrad](#) on Fri, 23 Apr 2010 14:01:35 GMT
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Thanks! you rock!

Subject: Re: Having trouble making a mod
Posted by [greenirrad](#) on Fri, 23 Apr 2010 14:12:26 GMT
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And how do I make the harvester move?

Subject: Re: Having trouble making a mod
Posted by [danpaul88](#) on Sat, 24 Apr 2010 13:17:33 GMT
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greenirrad wrote on Fri, 23 April 2010 15:12And how do I make the harvester move?

danpaul88 wrote on Tue, 20 April 2010 16:00Make sure to generate pathfinding data before exporting the map so the harvesters work properly.

Did you generate the pathfinding data as suggested?

Subject: Re: Having trouble making a mod
Posted by [greenirrad](#) on Sat, 24 Apr 2010 15:41:10 GMT
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lol... I asked how

Sorry to be so annoying

Subject: Re: Having trouble making a mod
Posted by [danpaul88](#) on Sun, 25 Apr 2010 00:38:44 GMT
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Pathfinding -> Generate Sectors. First item listed under the pathfinding menu option.

Subject: Re: Having trouble making a mod
Posted by [Jerad2142](#) on Fri, 30 Apr 2010 15:24:35 GMT
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Make sure you place the object "Human" under "Editor Objects->Pathfind Generator" in the presets list.

Then do the sector generation, otherwise it won't do crap.

Subject: Re: Having trouble making a mod
Posted by [danpaul88](#) on Fri, 30 Apr 2010 18:53:51 GMT
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Jerad Gray wrote on Fri, 30 April 2010 16:24Make sure you place the object "Human" under "Editor Objects->Pathfind Generator" in the presets list.

Then do the sector generation, otherwise it won't do crap.

Since he has the harvester paths I assumed he was working with the pre-built .lvl files from the Westwood FTP which already have the pathfind generators placed. Fair point though.

Subject: Re: Having trouble making a mod

Posted by [Jerad2142](#) on Mon, 03 May 2010 02:45:33 GMT

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danpaul88 wrote on Fri, 30 April 2010 12:53Jerad Gray wrote on Fri, 30 April 2010 16:24Make sure you place the object "Human" under "Editor Objects->Pathfind Generator" in the presets list.

Then do the sector generation, otherwise it won't do crap.

Since he has the harvester paths I assumed he was working with the pre-built .lvl files from the Westwood FTP which already have the pathfind generators placed. Fair point though. Waypaths are pretty easy to place, but you could be right I suppose.
