
Subject: Quick LE question - Obelisk POV
Posted by [Altzan](#) on Sat, 23 Oct 2010 01:24:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

I am making a map in Gmax for my bothers and me to play over LAN. I have a problem though.

The Nod base has two Obelisks. I'm using the duplicate buildings setup from the Mod Release section so there's an Ob1 and Ob2, and each has its own mp_Nod_Obelisk controller like instructions say to do.

The problem: both obelisks don't fire at anything in front of them. They only hit what they see to the sides or behind them.

Any idea why this could happen? There's no objects obscuring the ob's line of sight.

File Attachments

1) [ScreenShot08.png](#), downloaded 861 times



2) [ScreenShot09.png](#), downloaded 852 times



Subject: Re: Quick LE question - Obelisk POV
Posted by [TNaismith](#) on Sat, 23 Oct 2010 02:11:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

When you say this...

Quote:...and each has its own mp_Nod_Obelisk controller like instructions say to do.

Would those instructions be the same ones from this tutorial:
<http://renegadehelp.net/index.php?act=tutorial&id=10149>

Subject: Re: Quick LE question - Obelisk POV
Posted by [Altzan](#) on Sat, 23 Oct 2010 02:35:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

TNaismith wrote on Fri, 22 October 2010 21:11When you say this...

Quote:...and each has its own mp_Nod_Obelisk controller like instructions say to do.

Would those instructions be the same ones from this tutorial:
<http://renegadehelp.net/index.php?act=tutorial&id=10149>

I did that for each, yes. But I was referring to Deathlink's readme here:

Quote:This Gmax-Scene provides two more defenses and one more powerplants.

All together you have with your original buildings 3 AGTs, 3 obelisks and 2 powerplants for each faction.

2. Installation

- Just merge the builingds from this gmax-scene into your gmax-scene
- give every copy-building an own buildingcontroller in Leveledit

Subject: Re: Quick LE question - Obelisk POV
Posted by [renalpha](#) on Sat, 23 Oct 2010 16:00:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Altzan wrote on Sat, 23 October 2010 04:35TNaismith wrote on Fri, 22 October 2010 21:11When you say this...

Quote:...and each has its own mp_Nod_Obelisk controller like instructions say to do.

Would those instructions be the same ones from this tutorial:
<http://renegadehelp.net/index.php?act=tutorial&id=10149>

I did that for each, yes. But I was referring to Deathlink's readme here:

Quote:This Gmax-Scene provides two more defenses and one more powerplants.

All together you have with your original buildings 3 AGTs, 3 obelisks and 2 powerplants for each faction.

2. Installation

- Just merge the builingds from this gmax-scene into your gmax-scene
 - give every copy-building an own buildingcontroller in Leveledit
- obelisk is indeed a bitch, always used
http://cncden.com/ren_map_tutorial.shtml

Subject: Re: Quick LE question - Obelisk POV
Posted by [TNaismith](#) on Sat, 23 Oct 2010 16:01:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

From what I know of setting up controllers for obelisks, doesn't sound like anything is wrong in how things are setup. Don't have any other ideas why it is malfunctioning like that. Sorry mate.
=(

Subject: Re: Quick LE question - Obelisk POV
Posted by [Altzan](#) on Sat, 23 Oct 2010 21:45:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

I repositioned it a little and now it works proper. I guess it has to do with the rotational facing of the house or something.

New problem though, yay...

when I host, I move fine, but any client has a problem. Specifically, the game thinks they're always facing northeast. So if they face northeast it's fine but if they face southwest, pressing forward makes them leg backwards.

What the heck, Renegade.

Subject: Re: Quick LE question - Obelisk POV
Posted by [GEORGE ZIMMER](#) on Sat, 23 Oct 2010 23:18:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Altzan wrote on Sat, 23 October 2010 16:45 I repositioned it a little and now it works proper. I guess it has to do with the rotational facing of the house or something.

New problem though, yay...

when I host, I move fine, but any client has a problem. Specifically, the game thinks they're always facing northeast. So if they face northeast it's fine but if they face southwest, pressing forward makes them leg backwards.

What the heck, Renegade.

Positioning of the map is messed up. You'll have to go back into gmax and re-center it. To do this, go to the Hierarchy, then select "Affect pivot only". Then do "Center to object".

...Or, if I'm wrong, just center the map by selecting the whole thing and making the coords 0,0,0 (THEN do the pivot thing). I dunno, never had this problem myself but if I recall this is why it happens.

Subject: Re: Quick LE question - Obelisk POV
Posted by [Altzan](#) on Sun, 24 Oct 2010 00:14:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'll give that a shot and see how it goes.

Thanks for the help, everyone, I appreciate it

EDIT: Your first suggestion didn't work, GZ. I'll try the other.

MORE EDIT: OK, second suggestion did it. Only aftereffect is that client's turnrate was down for some reason, while in vehs.

Subject: Re: Quick LE question - Obelisk POV
Posted by [my486CPU](#) on Thu, 04 Nov 2010 16:46:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

that's weird I use the cncden tutorial as well and never had any problems like that.

Subject: Re: Quick LE question - Obelisk POV
Posted by [Altzan](#) on Thu, 04 Nov 2010 18:09:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

my486CPU wrote on Thu, 04 November 2010 10:46that's weird I use the cncden tutorial as well and never had any problems like that.

I'm pretty sure it was because of my positioning, I put it at the top and lowered it by -41, but I bet it was back too far and the front of the actual ob was blocking Line Of Sight.

That's my guess anyway.
