
Subject: Nod Obelisk Firing Two Beams

Posted by [Lazy5686](#) on Tue, 26 Mar 2013 02:01:30 GMT

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

I have a feeling this has to do with a duplicate being created by LevelRedit, I could only find one building controller however and deleting it had no effect. Any ideas?

Subject: Re: Nod Obelisk Firing Two Beams

Posted by [Gen_Black](#) on Tue, 26 Mar 2013 02:28:39 GMT

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

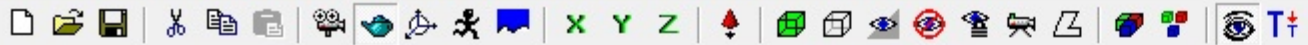
I remember having that problem before with LevelRedit.

Check the instances in either buildings or tiles.

LevelRedit seems to load building arrogates in tiles making duplicates sometimes.

File Attachments

1) [blah.jpg](#), downloaded 683 times



Blacky

Subject: Re: Nod Obelisk Firing Two Beams
Posted by [Lazy5686](#) on Tue, 26 Mar 2013 15:12:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

I can only find one entry and that's in Buildings. It also happens to be the one I tried deleting.

EDIT: The map I'm messing with is Alpine if that helps.

Subject: Re: Nod Obelisk Firing Two Beams
Posted by [iRANian](#) on Tue, 26 Mar 2013 16:02:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

What happens if you remove the Obelisk building controller? IIRC what I did was removing the Obelisk building controller and re-adding it.

Subject: Re: Nod Obelisk Firing Two Beams
Posted by [Lazy5686](#) on Tue, 26 Mar 2013 17:03:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

After deleting the building controller and creating a new one the Obelisk now fires 3 beams.

One of which appears to be from over the spot the new controller was created even though I moved it afterwards.

Subject: Re: Nod Obelisk Firing Two Beams
Posted by [iRANian](#) on Tue, 26 Mar 2013 17:15:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

and with no building controller? lol

Subject: Re: Nod Obelisk Firing Two Beams
Posted by [Lazy5686](#) on Tue, 26 Mar 2013 19:46:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

With no building controller it still acts like a building and still shoots me twice.

Subject: Re: Nod Obelisk Firing Two Beams
Posted by [iRANian](#) on Tue, 26 Mar 2013 20:28:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

When before it was three times, or is this on a new map?

Subject: Re: Nod Obelisk Firing Two Beams
Posted by [Gen_Blacky](#) on Tue, 26 Mar 2013 20:57:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

post a fresh copy of the levelredit conversion.

C&C_Apline.lvl or what ever map it is.

Subject: Re: Nod Obelisk Firing Two Beams
Posted by [Lazy5686](#) on Tue, 26 Mar 2013 21:54:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

File Attachments

1) [C&C_Alpine.lvl](#), downloaded 209 times

Subject: Re: Nod Obelisk Firing Two Beams
Posted by [Gen_Blacky](#) on Tue, 26 Mar 2013 22:18:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Works correctly for me.

Just generated path finding and the usual stuff.

File Attachments

1) [C&C_Alpine.zip](#), downloaded 208 times

Subject: Re: Nod Obelisk Firing Two Beams
Posted by [Lazy5686](#) on Wed, 27 Mar 2013 01:25:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have no idea what I was doing to generate the second beam but thank you.
