
Subject: disappearing mines

Posted by --oo00o00oo-- on Thu, 16 Oct 2003 16:21:30 GMT

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

how do u keep mines from disappearing then u toss them onto the ground?

Subject: disappearing mines

Posted by [Beanyhead](#) on Thu, 16 Oct 2003 19:01:43 GMT

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

:rolleyes: :rolleyes: :rolleyes:

Subject: disappearing mines

Posted by [General Havoc](#) on Thu, 16 Oct 2003 20:19:16 GMT

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

Make sure that you have "Projectile" collision enabled on your terrain before you export the mesh to Level Edit. If you forgot to do that then just export it again and update the file in the level.

Subject: disappearing mines

Posted by --oo00o00oo-- on Thu, 16 Oct 2003 20:38:47 GMT

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

i have projectile collision on.
if you host with map then mines stay on ground.
but if you join a game then mines disappear.

Subject: disappearing mines

Posted by [Try_lee](#) on Thu, 16 Oct 2003 20:47:48 GMT

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

Don't have the repair pad script zone thingy in the map then. Even I know that there's problems with that and all I've ever done for a Renegade mod or map is to make a teapot.

Subject: disappearing mines

Posted by [TheMouse](#) on Thu, 16 Oct 2003 20:52:11 GMT

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

Oh... I thought he meant once the limit is reached... No flaming today.

Subject: disappearing mines

Posted by [General Havoc](#) on Thu, 16 Oct 2003 21:04:43 GMT

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

Yeah it is related to the repair script, forgot about that. It makes them warp into a electric beam at 0,0,0 on the map for some reason. You will notice this on Glacier flying. I am not sure if there is any way around it but if you play around with some settings you may be able to figure something out.

Subject: disappearing mines

Posted by [Beanyhead](#) on Thu, 16 Oct 2003 21:10:21 GMT

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

TheMouseOh... I thought he meant once the limit is reached... No flaming today.

Same, that's why I had my "rolleyes" post, ignore my post

Subject: disappearing mines

Posted by [--oo00o00oo--](#) on Thu, 16 Oct 2003 22:19:46 GMT

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

ty, the map i made that it does it on does have the repair script in it.

Subject: disappearing mines

Posted by [Titan1x77](#) on Fri, 17 Oct 2003 04:01:24 GMT

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

theres a way around it...Ack knows,but good luck asking him about it.

seeing he's a mod here,maybe he could enlighten us about it

Subject: disappearing mines

Posted by [Aircraftkiller](#) on Fri, 17 Oct 2003 04:04:29 GMT

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

If I knew, I would have fixed it, jackass.
