Getting Custom Units to Fly in DLR

Posted by sparkydeltorro - 26 Jul 2011 03:18

Hi there, I've been making some of my own army sets for DLR. I have a bunch made with a Sci Fi theme which probably sounds like the worst idea ever to most of ye, but anyway the point is I have a few different tools that I downloaded for making units (I think one is called Molotov and the other DLR tools), but whenever I try to make flying units just won't work.Has anyone encountered this before? Also, I can't believe there's still other people who play warlords! Brilliant!

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Re: Getting Custom Units to Fly in DLR

Posted by Onslaught - 27 Jul 2011 08:25

Using DLR tools simply set the move bonus drop down menu to "Fly". The power type "Flight" only works for items and spells.

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Re: Getting Custom Units to Fly in DLR

Posted by sparkydeltorro - 31 Jul 2011 23:50

Weird. That's actually what I've been doing. For some reason it just doesn't work for me.

In fact, if I make a duplicate of a preexisting flying unit and save it with a different name then that unit will not be able to fly anymore. It still says fly in the .ARM file, but it just doesn't seem to register in the game for some reason.

Its really frustrating because I've no idea why it won't work. Ah shur!

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Re: Getting Custom Units to Fly in DLR

Posted by Molotov - 01 Aug 2011 18:14

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very strange problem

haven't managed to reproduce it with my editor

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Re: Getting Custom Units to Fly in DLR
Posted by sparkydeltorro - 01 Aug 2011 22:28

Well at least the problem is on my end and not with the editing programs so. I figured they couldn't both be wrong anyway. I'll try reinstalling everything or something. Thanks shur.

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Re: Getting Custom Units to Fly in DLR
Posted by KGB - 01 Aug 2011 23:49

I recall someone else having this same problem once upon a time. I don't recall all the details, only that they couldn't create units that could fly.

I *suspect* it might have been related to running the program on a 64 bit machine and getting a byte alignment issue when writing to the ARM file. Out of curiosity, what O/S are you running under and have you enabled any compatibility modes for the editor?

KGB

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Re: Getting Custom Units to Fly in DLR
Posted by sparkydeltorro - 02 Aug 2011 02:13

I'm using Windows XP. I'm not using any compatability settings on the editor. Also, when I view the .ARM files the text where it says "fly" appears slightly different in the ones that work.

The ones that work say Ïflying ÃFLY F Ï

The ones that I make just say fly, maybe that mean something to ye.

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Re: Getting Custom Units to Fly in DLR
Posted by sparkydeltorro - 04 Aug 2011 05:49

Sorry lads. I reinstalled everything, I didn't have the patch installed. It works perfectly now. My bad! :/

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Re: Getting Custom Units to Fly in DLR

Posted by Talonos - 13 Nov 2012 00:34

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I had this problem too. I'm glad to hear that it might have just been my operating system: Now that I'm running the Virtual Box, I might be able to finally make flying units...

...I actually cancelled a map because of this issue before.

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