Subject: Map Fixes
Posted by crazfulla on Tue, 09 Oct 2007 09:10:10 GMT

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Thanks to the miracles of modern technology (LevelRedit) I have been able to reverse engineer some Renegade maps and fix various bugs and exploits. I have already completed a fixed .MIX file for C&C_Land - all I did was move the AS controller closer to the tower so it picked up the meshes; and placed a PT zone where one was missing in the Nod Power Plant. But these two simple changes should make a world of difference. VOTE LAND FOR CP3!

More fixed maps are coming, currently working on C&C_Siege which I plan to add Guard Towers to stop base walking; and block the wall jumping ability to the infantry only area. Note that all changes are within the bounds of the default files and presets. IE everything I am doing works server side. Your clients will not need to re-download these "fixed" maps. If you have any questions comments or suggestions for other maps feel free to post them.

[edit] Screenshot of the now targetable AS (this guy didn't have the new file):

Download C&C_Land.mix below:

File Attachments
1) C&C_Land.rar, downloaded 223 times