
Subject: Server-side map fixes pack WIP
Posted by [iRANian](#) on Mon, 08 Aug 2011 20:56:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've begun working on making a server-side map fixes pack to remedy the map issues that Core Patch 2 didn't touch. I finished doing Walls_Flying and I also finished an initial version of an SSGM plugin that adds the following needed scripts that I made and use for this pack to the FDS, these scripts are:

Iran_Beaconing_Prevention_Zone
Iran_Star_Kill_Zone
Iran_All_Vehicle_Kill_Zone
Iran_All_Kill_Zone
Iran_Ground_Vehicle_Kill_Zone
Iran_Flying_Vehicle_Kill_Zone

It has the following fixes for Walls_Flying, I'll add more later on if they are found:

- Kill zones for ground vehicles on both sides' walls, and a big ass one on top of the mesa.
- Beaconing prevention zone on top of both teams' Refineries.

I'm not touching the Orca/Apache exit positions exploits as they're fixed on the TT test server.

Once SSGM 4.0 is released I'll add a method to prevent B2B'ers from damaging buildings on all maps, including the GDI B2B spot on this map.

I've attached the download for the SSGM plugin and the fixed Walls_Flying file, place the 'C&C_Walls_Flying.ldd' file inside your FDS' Data folder.

I'll need to have a list of non-graphical map bugs that need fixing so your input is appreciated.

File Attachments

1) [Iran Server-side Map Fixes WIP v0.1.zip](#), downloaded 147 times
