Subject: Re: Map errors with 4.1
Posted by jonwil on Mon, 10 Feb 2014 10:53:05 GMT
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Nothing affecting pathfinding was changed in leveledit, therefore if rebuilding pathfinding with 4.1 somehow gives you a different result to what 4.0 did, that's unintentional (and may in fact indicate something we need to look into)

As for the .ldd issue, I just ran a test:
1.Put 4.1 on my test FDS
2.Extracted C&C_Field.ldd into my data folder.
3.Started my test FDS in the debugger (with C&C_Field as the loaded map)
4.Confirmed that it was loading C&C_Field.ldd from the data folder and not from C&C_Field.mix
5.Repeated the test using C&C_Aitest.mix (in case the stock maps somehow perform different to custom maps)
6.Confirmed that it was loading C&C_Aitest.ldd from the data folder and not from C&C_Aitest.mix

So as of right now I am unable to reproduce the issue. If someone who is able to reproduce the problem could contact me on IRC/IM so I can go through some debugging stuff, that would be great.