Subject: Field one man wall jump server side fix
Posted by Goztow on Sun, 02 Sep 2007 16:37:46 GMT
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As you may or may not know, people have found a way to wall jump some walls on Field on their own, including the wall at the side of the gdi refinery. This is possible due to a designer's mistake in the original map (invisible slope).

Anyway, we made a small server side fix for it, very basic: a red laser fence at the right spot. It does NOT stop normal wall jumping, it DOES stop wall jumping on your own.

It's included as attachment. When installing it, first delete c&c_field.thu , then copy-paste the .ldd - file to your data-folder, then restart your fds.

Do not do this while the map field is running.

Warning: if you already have your own server side modification on field, then you'll need to make your own solution to this (can be based on ours). To make this easier, we included the .lvl - file.

The fix also includes the spawn-fix that was added in core patch 1.

Edit: for people that just want to have the fix, ignore the .lvl-file and just install the .ldd - file as explained above!

Screenshot of the Nod-side:

File Attachments
1) field_one_man_wall_jump_fix.zip, downloaded 226 times
2) field.jpg, downloaded 651 times

Subject: Re: Field one man wall jump server side fix
Posted by BlueThen on Sun, 02 Sep 2007 23:04:19 GMT
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Pretty cool... how would people do 1 person wall jump anyways? o.O

Subject: Re: Field one man wall jump server side fix
Posted by Ethenal on Mon, 03 Sep 2007 00:31:59 GMT
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It's not hard, but it's somewhat difficult to illustrate. You basically just run and jump at one point in the wall, and walk up it (it's a hidden slope).

Subject: Re: Field one man wall jump server side fix
Posted by trooprm02 on Mon, 03 Sep 2007 04:34:09 GMT
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Why would you post it in a public section of the forums? Theres a reason theres a fix for it, as in we DONT want people doing/using it...

Subject: Re: Field one man wall jump server side fix
Posted by Ethenal on Mon, 03 Sep 2007 04:47:14 GMT
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Then someone can delete that post, it's not as if I made a fucking picture, it's really difficult to perform if you don't know what you're doing.

Subject: Re: Field one man wall jump server side fix
Posted by CarrierII on Mon, 03 Sep 2007 22:17:03 GMT
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And there's a fix now available. So, you might as well print it in thirty foot letters.

Subject: Re: Field one man wall jump server side fix
Posted by Caveman on Tue, 04 Sep 2007 12:02:36 GMT
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CarrierII wrote on Mon, 03 September 2007 23:17And there's a fix now available. So, you might as well print it in thirty foot letters.

Please don't give people ideas...