
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 238 times

Subject: Re: Map Fixes

Posted by [crazfulla](#) on Tue, 09 Oct 2007 12:51:23 GMT

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Just posting a mirror:

UNRULES

Subject: Re: Map Fixes

Posted by [AoBfrost](#) on Tue, 09 Oct 2007 13:13:25 GMT

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You do notice, no one will use this, because not everyone will, so if we try playing nubs, we will get kicked off for having a different map than they do.

Subject: Re: Map Fixes

Posted by [reborn](#) on Tue, 09 Oct 2007 13:18:11 GMT

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They are server-side fixes for server owners.

If he's doing fan-map map fixes then I applaud him. There's only a few people that host those maps and there even fewer that actually get anyone to play in their server. A lot of time for a small group of people...

Nice one

Subject: Re: Map Fixes

Posted by [CarrierII](#) on Tue, 09 Oct 2007 16:18:51 GMT

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Agreed. Thank you.

Subject: Re: Map Fixes

Posted by [Xpert](#) on Tue, 09 Oct 2007 19:06:25 GMT

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I never heard of this map but I applaud his efforts as well to fix the map bugs.

Subject: Re: Map Fixes

Posted by [R315r4z0r](#) on Thu, 11 Oct 2007 19:42:19 GMT

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So your saying, basically only people who run servers should download this...?

Subject: Re: Map Fixes

Posted by [CarrierII](#) on Thu, 11 Oct 2007 19:54:41 GMT

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Yeah. That could've been clearer, but yeah.

Subject: Re: Map Fixes

Posted by [crazfulla](#) on Sat, 13 Oct 2007 07:55:37 GMT

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This is mainly aimed towards FDS servers, yes. However you can download it on your client also and it shouldn't be a problem. I have completely redone the VIS data so there should; if anything; be a slight improvement in FPS.

I have not seen people getting kicked from the server for having a different map file, they simply see the changes defined in the host's or FDS' C&C_Land.MIX - In the above screenshot, SolidHeart did nto have the fixed version, and obviously it worked perfectly.

Subject: Re: Map Fixes

Posted by [Goztow](#) on Sat, 13 Oct 2007 08:14:06 GMT

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Can you do this with glacier flying plz? Someone really needs to fix this map.

Subject: Re: Map Fixes

Posted by [crazfulla](#) on Sat, 13 Oct 2007 19:03:26 GMT

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Urgh, yeah I probably could but it would take a while. Siege is pretty much finished -

VIS data is done.

Rocks to block barrier jumping.

Guard Towers added for GDI.

Just a few missing textures as you can see in the attached screenie...

File Attachments

1) [Siege Fix.jpg](#), downloaded 565 times



Subject: Re: Map Fixes
Posted by [Cat998](#) on Sat, 13 Oct 2007 19:52:10 GMT

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crazfulla wrote on Sat, 13 October 2007 21:03Urgh, yeah I probably could but it would take a while. Siege is pretty much finished -

VIS data is done.
Rocks to block barrier jumping.
Guard Towers added for GDI.

Just a few missing textures as you can see in the attached screenie...

It would be nice if you could take care of the Glacier_flying map

Subject: Re: Map Fixes
Posted by [crazfulla](#) on Tue, 16 Oct 2007 15:34:40 GMT
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lots of twisty bits to make vis glitches, would take liek hours :\ not a high priority. But yeah would be nice to play with greater than 5 fps

Subject: Re: Map Fixes
Posted by [zillia](#) on Tue, 16 Oct 2007 18:44:50 GMT
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Goztow wrote on Sat, 13 October 2007 10:14Can you do this with glacier flying plz? Someone really needs to fix this map.

wow, i was surprised others noticed it needed fixing as well.

I have this map completly fixed along time ago and running on my server.

Subject: Re: Map Fixes
Posted by [Carrierll](#) on Tue, 16 Oct 2007 19:15:26 GMT
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Can the rest of us have it?!

Subject: Re: Map Fixes
Posted by [Goztow](#) on Tue, 16 Oct 2007 20:15:00 GMT
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zillia wrote on Tue, 16 October 2007 20:44Goztow wrote on Sat, 13 October 2007 10:14Can you do this with glacier flying plz? Someone really needs to fix this map.

wow, i was surprised others noticed it needed fixing as well.

I have this map completly fixed along time ago and running on my server.

Like, release plz?

Subject: Re: Map Fixes
Posted by [zillia](#) on Wed, 17 Oct 2007 14:08:38 GMT
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Goztow wrote on Sat, 13 October 2007 03:14Can you do this with glacier flying plz? Someone really needs to fix this map.

I will release Glacier_Flying.mix for you just remember This release is smaller in size,and i took me over 10 hours to fix vis.

But thats all this release is. i made it smaller in size and vis is done.

Let me know how it plays for you other server owners please.

File Attachments

1) [C&C_Glacier_Flying.mix](#), downloaded 209 times

Subject: Re: Map Fixes
Posted by [Goztow](#) on Wed, 17 Oct 2007 18:21:56 GMT
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Harvesters don't move out, they just stay stuck at the warf/air :-S.

File Attachments

1) [ScreenShot08.png](#), downloaded 373 times



Subject: Re: Map Fixes

Posted by [zillia](#) on Wed, 17 Oct 2007 19:01:51 GMT

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Goztow wrote on Wed, 17 October 2007 13:21Harvesters don't move out, they just stay stuck at the warf/air :-S.

That sounds/seems odd i tryed it on my server with no problems to report, all that was done was vis, so i fail to see how that created that problem for you.

Can someone else test the map please and confirm the error gozy is getting?

As i have had no problems with any of the map on my server or my test server.

File Attachments

1) [C&C_Glacier_Flying.zip](#), downloaded 186 times

Subject: Re: Map Fixes

Posted by [zillia](#) on Thu, 18 Oct 2007 14:10:51 GMT

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Anyone?

Subject: Re: Map Fixes

Posted by [Lone0001](#) on Thu, 18 Oct 2007 16:47:05 GMT

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I just tested it on my server and as soon as I get out of a building i fall thro the ground same with harvy and other vehicles

EDIT: and somehow the agt can kill me when I'm at the airstrip

Subject: Re: Map Fixes

Posted by [zillia](#) on Thu, 18 Oct 2007 17:11:32 GMT

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{SB}Lone0001 wrote on Thu, 18 October 2007 11:47I just tested it on my server and as soon as I get out of a building i fall thro the ground same with harvy and other vehicles

EDIT: and somehow the agt can kill me when I'm at the airstrip

Wow! ok and all i did was vis i never did anything else.

How odd can that get lol.

Ok thanks

Alright i just remembered what i didn't do before i released it the 1st time lol.

Anyway it should be fixed now and ready to use, i am attaching the fixed copy this should work correctly now,i have been modding and doing so many fan maps and vis on the etc,etc that i just plainly forgot to do something to the map before i released it, just to many things on the go i guess and i made a boo boo lol.

Anyways let me know how it plays now please, and don't forget to delete your C&C_Glacier_Flying.thru before adding this map to your FDS.

File Attachments

1) [C&C_Glacier_Flying.zip](#), downloaded 188 times

Subject: Re: Map Fixes

Posted by [zillia](#) on Thu, 18 Oct 2007 19:04:44 GMT

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oh i am very sorry, here i put them all in this zip folder.

File Attachments

1) [C&C_Glacier_Flying.zip](#), downloaded 189 times

Subject: Re: Map Fixes

Posted by [Lone0001](#) on Thu, 18 Oct 2007 23:40:49 GMT

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{SB}Lone0001 wrote on Thu, 18 October 2007 11:47I just tested it on my server and as soon as I get out of a building i fall thro the ground same with harvy and other vehicles

EDIT: and somehow the agt can kill me when I'm at the airstrip

I still get this it is the same with every one u posted even when those other things are in data folder and i removed the .thru one also

Subject: Re: Map Fixes

Posted by [zillia](#) on Fri, 19 Oct 2007 00:44:14 GMT

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{SB}Lone0001 wrote on Thu, 18 October 2007 18:40{SB}Lone0001 wrote on Thu, 18 October 2007 11:47I just tested it on my server and as soon as I get out of a building i fall thro the ground same with harvy and other vehicles

EDIT: and somehow the agt can kill me when I'm at the airstrip

I still get this it is the same with every one u posted even when those other things are in data folder and i removed the .thru one also

Yes i am very sorry, i fixed them now but cannot upload the fixed C&C_Glacier_Flying.mix or the C&C_Complex.mix maps here as they are to big.

This site wont allow those size of file's to be uploaded here so does anyone have an ftp or somewhere that i can upload these fixed (vis) fan maps up to?

So others can also download them from? if so can you please provide me a link?

and please don't say or point me to file front or anything like that i just dont care for those site's thanks.

if no one can i suppose i can host it off one of my 2 servers via ftp but i just don't feel like setting it all up for ftp again lol , yes i feel lazy. lol.

Subject: Re: Map Fixes

Posted by [Cat998](#) on Fri, 19 Oct 2007 09:39:06 GMT

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pm me or send me those files via email.
