Subject: Error When playing a custom remake of a mission map
Posted by nuker7738 on Fri, 06 Mar 2009 13:57:20 GMT

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So I have always wanted to turn a few of the mission maps from the game into AOW games, and with a few small edits and blockers I at least got one mission map with complete AOW functionality.

However, I an now getting a really weird error when I try to fire up the map on my FDS. I see all the terrain, buildings, add-ons, etc., the map is all there for me, but I literally fall straight through the ground! It is as if the ground isn't even there! And even more odd is that when I play a 1 player LAN game (or even a 1 player internet game) everything works just fine. The terrain is solid, everything works.

So here is basically what I did:

I opened up my mod package in LE to the opening blank screen.
I went to the single player terrain files under the terrain folder.
I opened up the terrain for the M01 map (the second mission, the detention camp and everything)
I loaded both the terrain file and the GDI Base file
I then added spawners for both GDI and NOD to the map
I then added barrels in certain places, and then added the appropriate building's MCT Aggregate and placed it near the barrels (effectively turning a few barrels into the building of my choice.)(Also note that I ONLY have the Soldier factory for both sides and the Vehicle factory for both sides. No power plant, ref, or defense structure)
I then added the building controllers and correctly added the cars, construction zones, and way paths for the vehicle factories.
I then added some Purchase terminal zones, denoted by flares, for both GDI and NOD.
I then added a few defensive towers for each side (like guard towers for GDI and turrets for NOD.
I then added a few teleport zones (which work correctly as I tested it via 1 player LAN) using the JFW_Teleport_Team script.

I saved the map and tested. On 1 player LAN everything works fine, when I give the map to my friend and he hosts it himself (2 player LAN) it works fine, but I have tried loading the map on both of my two servers (which all work just fine with all my other maps besides this one, they both have the latest scripts, etc.) and I see everything, it all apparently works cuz some of the defenses even fire at me, but i fall straight through the map, as if the ground doesn't even exist.

Do you guys have any idea why this is happening? What did I miss?

Subject: Re: Error When playing a custom remake of a mission map
Posted by LR01 on Fri, 06 Mar 2009 14:20:44 GMT

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I don't get it, you save the map as a .mix?

Subject: Re: Error When playing a custom remake of a mission map
Posted by Distrbd21 on Fri, 06 Mar 2009 15:06:52 GMT
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LR01 wrote on Fri, 06 March 2009 08:20I don't get it, you save the map as a .mix?
yes all the lvl files are named the same, it is a .mix file.

I hosted it online and he joined me everything worked good nothing was wrong with it but when he puts it on our server it doesn't work.

Subject: Re: Error When playing a custom remake of a mission map
Posted by Jerad2142 on Fri, 06 Mar 2009 15:18:59 GMT
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Check your data directory for a file that is neither .mix or .pkg, but otherwise named the same, if you find it, delete it and tell us if that fixes the issue.

Subject: Re: Error When playing a custom remake of a mission map
Posted by Distrbd21 on Fri, 06 Mar 2009 17:59:48 GMT
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Jerad Gray wrote on Fri, 06 March 2009 09:18Check your data directory for a file that is neither .mix or .pkg, but otherwise named the same, if you find it, delete it and tell us if that fixes the issue.
he will do that when he gets off school i don't have access to his computers right now.

Subject: Re: Error When playing a custom remake of a mission map
Posted by nuker7738 on Sat, 07 Mar 2009 04:26:33 GMT
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I have tried this multiple times (every time there was only the .thu file besides the mix map), and still no dice.

Surely someone has had this problem?

If anyone wants to take a look at the .lvl file to further examine it they can PM me.

Subject: Re: Error When playing a custom remake of a mission map
Posted by Veyrdite on Sat, 07 Mar 2009 07:22:21 GMT
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To server-side maps, you don't export mixes or pkgs. See www.renhelp.net for info on how to do

it.

Subject: Re: Error When playing a custom remake of a mission map
Posted by Distrbd21 on Sun, 08 Mar 2009 00:09:19 GMT
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Dthdealer wrote on Sat, 07 March 2009 01:22To server-side maps, you don't export mixes or pkgs. See www.renhelp.net for info on how to do it.
We have been having problems not making them mix's and the stuff we add to it is kinda hard not to do mix's

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Subject: Re: Error When playing a custom remake of a mission map
Posted by Jerad2142 on Sun, 08 Mar 2009 00:37:17 GMT
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So did it work after you did what I said or hasn't he got to try yet?

Subject: Re: Error When playing a custom remake of a mission map
Posted by Distrbd21 on Sun, 08 Mar 2009 23:32:53 GMT
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Jerad Gray wrote on Sat, 07 March 2009 18:37So did it work after you did what I said or hasn't he got to try yet?
idk haven't talked to him because i haven't been online that much because i have a girlfriend now and no nuke it's not who we talked about

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Subject: Re: Error When playing a custom remake of a mission map
Posted by nuker7738 on Sun, 08 Mar 2009 23:55:14 GMT
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I already said I tried it, I deleted everything but the mix and nothing changed. I delete the .thu file everytime I make a new mix.

Also, it is not about the fact that I make a mix, because I applied the SAME EXACT mod (temps and such) to the .lvl files of the official maps, but when I tried simply loading the terrain and making my additions it works in singleplayer and LAN play, but not when the server runs it...

Subject: Re: Error When playing a custom remake of a mission map
Posted by Jerad2142 on Wed, 11 Mar 2009 05:50:33 GMT
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nuker7738 wrote on Sun, 08 March 2009 17:55I already said I tried it, I deleted everything but the mix and nothing changed. I delete the .thu file everytime I make a new mix.

Also, it is not about the fact that I make a mix, because I applied the SAME EXACT mod (temps and such) to the .lvl files of the official maps, but when I tried simply loading the terrain and making my additions it works in singleplayer and LAN play, but not when the server runs it... Make sure level editor is exporting to the correct folder... and that another mod hasn't got mixed in with it, I've managed to do both in the past, and under the right circumstances you would end up thinking that the changes you were making weren't working...