## Subject: Altitude bug - aka "deadzones"
Posted by Spoony on Tue, 17 Nov 2009 12:41:40 GMT
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I wonder if someone can fix the Mesa deadzones for me.

Quick summary: there's a bug whereby tanks on high ground can lose some of their effectiveness when they shoot targets lower down. the main thing i'm talking about is on mesa, although it affects hourglass too.

for example, a tank on the mesa bridge only does partial damage to tanks on ground level, doesn't do splash to infantry, and has trouble attacking buildings.

i'm told this will be fixed in scripts 4.0 and the TT patch, although i'd like a fix for it now for use in the clanwars league. i have a theory that the balance of Mesa will be improved if the bug is fixed, and i'd rather not wait.

there are three cases on Mesa where it happens:
- tanks on the bridge
- a gdi tank on the side path shooting the refinery/airstrip/turret
- a grenadier/rocket soldier trying to shoot the airstrip ramp

it also happens on hourglass, although that isn't played in clanwars so i don't immediately care about that. i would greatly appreciate if someone could fix mesa for me, though.

thanks

## Subject: Re: Altitude bug - aka "deadzones"
Posted by reborn on Tue, 17 Nov 2009 13:25:39 GMT
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So, is this something wrong with the map or what? Seems really weird to me o.0
Do you have any information about the fix TT plans to create for this, or any detailed/specific information regarding to the cause of this?

## Subject: Re: Altitude bug - aka "deadzones"
Posted by Goztow on Tue, 17 Nov 2009 13:52:04 GMT
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 http://www.renegadeforums.com/index.php?t=msg&th=35197&unread=1&rid=
4882#msg_411111

## Subject: Re: Altitude bug - aka "deadzones"

Posted by reborn on Wed, 18 Nov 2009 09:05:55 GMT
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Thanks for the link Goztow.

Spoony, it seems clear to me that this fix is beyond the scope of what I am capable of. I doubt very much that you will see this fix before TT is released. I wish I could help, but unfortunately I cannot.

---

Subject: Re: Altitude bug - aka "deadzones"
Posted by Spoony on Wed, 18 Nov 2009 15:20:08 GMT
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yeah, it's a tall order.

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Subject: Re: Altitude bug - aka "deadzones"
Posted by danpaul88 on Wed, 18 Nov 2009 16:20:48 GMT
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I could fix it in about 5 minutes, but you would have to make every player download a new copy of the map for it to work... not really very practical.

(Just to clarify before anyone asks, when I say 'fix', what I mean is 'plonk a bloody big invisible box around the map to make the bounds bigger'  )

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Subject: Re: Altitude bug - aka "deadzones"
Posted by Hex on Wed, 18 Nov 2009 17:27:00 GMT
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Guess you could use the OBBoxClass and check the pos and just score/damage etc based on that, it would be a lot of hassle though and you could only really use it for vehicles

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Subject: Re: Altitude bug - aka "deadzones"
Posted by Spoony on Wed, 18 Nov 2009 17:56:55 GMT
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danpaul88 wrote on Wed, 18 November 2009 10:20I could fix it in about 5 minutes, but you would have to make every player download a new copy of the map for it to work... not really very practical.
No problem. We're just talking about the clanwars league here, remember. I can get the players to download the map.

---

**Subject: Re: Altitude bug - aka "deadzones"**
Posted by danpaul88 on Wed, 18 Nov 2009 19:34:47 GMT
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OK, then try this. It's an exact copy of the Mesa level (from the Westwood FTP .lvl files) with a giant invisible box added around the entire map. In theory it should fix any aiming problems, seems to work OK in APB and AR.

I don't know the exact spots to replicate the problems in so you might want to get a few people together and confirm it does indeed fix it before you ask everyone to download it.


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**Subject: Re: Altitude bug - aka "deadzones"**
Posted by Spoony on Wed, 18 Nov 2009 19:45:56 GMT
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we just spawn in the middle of nowhere with no map in sight...

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**Subject: Re: Altitude bug - aka "deadzones"**
Posted by danpaul88 on Wed, 18 Nov 2009 19:48:05 GMT
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You didn't delete the original mesa file did you? You need both of them on both the FDS and the client as the terrain is contained within the original.

I tested the .mix file and it seemed to work OK on my 3.4.4 copy of Renegade.


EDIT: I only tested it on LAN, perhaps it works differently in LAN and FDS modes? If so I will have to figure out why it's not loading it correctly in the FDS...

---

**Subject: Re: Altitude bug - aka "deadzones"**
Posted by Spoony on Wed, 18 Nov 2009 20:14:41 GMT
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oh right, i was just hosting my own server, not an FDS.

so let me get this straight.

the server needs to contain both mesa and mesa2, and the map in the rotation should be mesa2, and all players need both mesa and mesa2?

---

Subject: Re: Altitude bug - aka "deadzones"
Posted by danpaul88 on Wed, 18 Nov 2009 20:15:58 GMT
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Yes, thats correct. My map only contains the additional invisible box mesh and the level data, the original map contains the terrain data etc which is required for mine to work.

If it still doesnt work let me know and I will look into it sometime.

Subject: Re: Altitude bug - aka "deadzones"
Posted by Spoony on Thu, 19 Nov 2009 11:30:06 GMT
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ok, i'm with you now.

we tested it and it's great - all the deadzones are fixed, many thanks.

big problem though... none of the base defences work at all :/

(also minor problem although it is bearable - a gunner on the side can't hit the turret next to the obelisk. don't worry about that too much)

Subject: Re: Altitude bug - aka "deadzones"
Posted by danpaul88 on Thu, 19 Nov 2009 11:40:21 GMT
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I am at university for the next few hours, but could you quickly confirm whether the AGT / Obelisk are destroyable? If they do it's probably just a matter of copying the scripts.dll into the leveledit folder and re-exporting, I forgot I was not using jonwils modified LE build.

Was that gunner thing present in the original Mesa map? If so it's probably not something I can fix easily.

Subject: Re: Altitude bug - aka "deadzones"
Posted by Spoony on Thu, 19 Nov 2009 11:58:17 GMT
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agt and ob are destroyable.

i don't remember if the gunner thing was there in the original. don't worry about it, makes no difference.

Subject: Re: Altitude bug - aka "deadzones"
Posted by danpaul88 on Thu, 19 Nov 2009 12:09:18 GMT
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OK, well I should be able to fix the AGT / Obelisk thing as soon as I get home this afternoon and upload a fixed copy for you if the problem is what I think it is.

---

Subject: Re: Altitude bug - aka "deadzones"
Posted by reborn on Thu, 19 Nov 2009 12:32:28 GMT
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I remember once I forgot to add the scripts inside the level edit directory, however, the scripts where still listed as attached to the objects.
If the scripts didn't attach properly, then surely they would not of atatched properly to all objects? Meaning that loads of stuff wouldn't work correctly...
I hope I'm wrong, and I'm kinda butting my nose in really, but it would surprise me if it was just a case of making sure the scripts.dll file was in the directory and re-exporting it all (unless you accidently removed the scripts from the obejct or something?).

---

Subject: Re: Altitude bug - aka "deadzones"
Posted by danpaul88 on Thu, 19 Nov 2009 14:29:47 GMT
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danpaul88 wrote on Thu, 19 November 2009 11:40If they do it's probably just a matter of copying the scripts.dll into the leveledit folder and re-exporting, I forgot I was not using jonwils modified LE build.

As I said before

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Subject: Re: Altitude bug - aka "deadzones"
Posted by danpaul88 on Thu, 19 Nov 2009 17:25:32 GMT
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OK, fixed the defences now, updated file attached;

File Attachments
1) C&C_Mesa2.zip, downloaded 894 times

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Subject: Re: Altitude bug - aka "deadzones"
Posted by Spoony on Thu, 19 Nov 2009 21:17:41 GMT
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That's great, thanks dude.

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Subject: Re: Altitude bug - aka "deadzones"
Posted by liquidv2 on Thu, 19 Nov 2009 23:12:44 GMT
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will someone with the modified Mesa map be able to play mesa on a public server running the unmodified map?

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Subject: Re: Altitude bug - aka "deadzones"
Posted by Spoony on Fri, 20 Nov 2009 00:04:00 GMT
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i think so. if the server is set to Mesa instead of Mesa2, then the player having Mesa2 in his data folder shouldn't make any difference.

---

Subject: Re: Altitude bug - aka "deadzones"
Posted by danpaul88 on Fri, 20 Nov 2009 01:11:51 GMT
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Yes, Mesa and Mesa2 are seperate maps, so they both work fine. You can play Mesa on public servers (but the deadzones will still be there) and you can also play Mesa2 on CW servers (with the deadzones fixed). I deliberatly named my modified version Mesa2 so you don't have to keep swapping the maps backwards and forwards and trying to remember which one you have installed at any given time.

---

Subject: Re: Altitude bug - aka "deadzones"
Posted by liquidv2 on Fri, 20 Nov 2009 03:55:40 GMT
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that is awesome, and i'll be trying that out

i know the guys at cw.cc will appreciate it for sure

thanks danpaul

---

Subject: Re: Altitude bug - aka "deadzones"
Posted by Spoony on Sat, 21 Nov 2009 01:33:38 GMT
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i've written a balance analysis on the subject. it's early days of course, it'd be well worth testing it in a large server. a community match would be ideal since it's easy to make sure everyone on both teams has the map download; it seems impractical to use it in a public server right now. http://www.renegadeforums.com/index.php?t=msg&th=35239&start=0&rid=2 0608

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Subject: Re: Altitude bug - aka "deadzones"
Posted by Distrbd21 on Sat, 21 Nov 2009 20:41:51 GMT
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Why not make it a server side patch for mesa? wont it work that way cus the map in your data folder is just so you can join the game, the ldd, lsd, ddb in LE when you put that in your server the map in your data folder acts like a file to be able to join it.

---

Subject: Re: Altitude bug - aka "deadzones"
Posted by reborn on Sat, 21 Nov 2009 21:31:07 GMT
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That will not work. I asked.

---

Subject: Re: Altitude bug - aka "deadzones"
Posted by Distrbd21 on Sun, 22 Nov 2009 00:52:34 GMT
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reborn wrote on Sat, 21 November 2009 15:31That will not work. I asked.
oh didn't see that lol..

---

Subject: Re: Altitude bug - aka "deadzones"
Posted by danpaul88 on Sun, 22 Nov 2009 10:03:42 GMT
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There is an additional mesh in the mesa2.mix map which forces the engine to increase the Z axis size used during netcode updates. This is required on both client AND server otherwise the positions they send to each other won't match up and you will end up spawning in mid air several hundred miles above the actual map terrain, falling for a very long time and then going SPLAT when you hit the ground.

As stated before, it's a stopgap fix until 4.0 is released and fixes the code which causes the problem. At that point the mesa2.mix map becomes redundant and can be deleted as the original Mesa will work properly.

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Subject: Re: Altitude bug - aka "deadzones"
Posted by GoTWhisKéY on Tue, 24 Nov 2009 19:38:24 GMT

danpaul's the man!  Thanks.