Subject: CnC lightwave
Posted by Titan1x77 on Sun, 17 Aug 2003 23:20:30 GMT
View Forum Message <> Reply to Message

This was my 1st map made in ren-x several months ago...Infantry only with teleporters

The client would be way off the coords of the host and wouldnt be able to walk...I found that your map must be centered around or near 0,0,0 in ren-x during my near completion of a new map(Tib Pit 3)..

I went back and loaded this up centered it and finished it.

heres a link to d-load and give it a try

http://renbattle.renstation.net/Lightwave.zip

It's hosted on Renbattle(34player)server on GS...

Subject: CnC lightwave
Posted by Dante on Sun, 17 Aug 2003 23:38:40 GMT
View Forum Message <> Reply to Message

corrupted zip, reupload.

Subject: CnC lightwave
Posted by Titan1x77 on Sun, 17 Aug 2003 23:42:18 GMT
View Forum Message <> Reply to Message

It worked fine for me

Try again

Subject: CnC lightwave
Posted by Dante on Mon, 18 Aug 2003 00:01:30 GMT
View Forum Message <> Reply to Message

eh, its one of those you have to rightclick-Save as downloads or it don't work.

Subject: CnC lightwave
Posted by Dante on Mon, 18 Aug 2003 00:24:15 GMT
View Forum Message <> Reply to Message

nicely layed out complex TDM map, looks like fun times ahead.

bugs:
missing texture for the Nod Teleporters
missing texture in the hallway outside the Nod PP
couple of minor welding problems (not really important)
compute vertex solve needs to be ran
falling through water = blue hell maybe put in an extension of that shaft, and put a floor in about 50 ft down or something

---

Subject: CnC lightwave
Posted by Titan1x77 on Mon, 18 Aug 2003 00:34:41 GMT
View Forum Message <> Reply to Message

Dantenicely layed out complex TDM map, looks like fun times ahead.

bugs:
missing texture for the Nod Teleporters
missing texture in the hallway outside the Nod PP
couple of minor welding problems (not really important)
compute vertex solve needs to be ran
falling through water = blue hell maybe put in an extension of that shaft, and put a floor in about 50 ft down or something

All the textures loaded fine for me...I'll re check the editor cache for missing textures...vertex solve was genrated but might of been lost when I ran Vis a 2nd time..the shaft is a good idea.

I'll be making a version 2 after it's been played a few times on the server...correct any gameplay issues aswell.

Subject: CnC lightwave
Posted by maytridy on Mon, 18 Aug 2003 01:16:53 GMT
View Forum Message <> Reply to Message

Hey! I remember testing that! Hehe, that was fun.

Quote:bugs:
missing texture for the Nod Teleporters
missing texture in the hallway outside the Nod PP
couple of minor welding problems (not really important)
compute vertex solve needs to be ran
falling through water = blue hell maybe put in an extension of that shaft, and put a floor in about 50 ft down or something

I remember telling you about those same bugs. You should come out with a v2 with the fixes.

Subject: CnC lightwave
Posted by Dante on Mon, 18 Aug 2003 05:44:22 GMT
View Forum Message <> Reply to Message

Titan1x77Dantenicely layed out complex TDM map, looks like fun times ahead.

bugs:
missing texture for the Nod Teleporters
missing texture in the hallway outside the Nod PP
couple of minor welding problems (not really important)
compute vertex solve needs to be ran
falling through water = blue hell maybe put in an extension of that shaft, and put a floor in about 50 ft down or something

All the textures loaded fine for me...I'll re check the editor cache for missing textures...vertex solve was genrated but might of been lost when I ran Vis a 2nd time..the shaft is a good idea.

I'll be making a version 2 after it's been played a few times on the server...correct any gameplay issues aswell.

the textures could be in a mod that you already have, so they show up in game and in LE.

this is why i have a second cleanly installed Ren dir, to verify that everything works right out of the box for all that i do.

Subject: CnC lightwave
Posted by Infinint on Mon, 18 Aug 2003 05:50:20 GMT
View Forum Message <> Reply to Message

all texture but one loaded for me, if you extened the shaft but made the texture on the inside with a dark blue tint (do that in psp) and have a death zone in between the serface of the water and the floor, so you drown in the water other then just fall and hit the floor and die

---

Subject: CnC lightwave
Posted by Halo38 on Mon, 18 Aug 2003 11:39:19 GMT
View Forum Message <> Reply to Message

Dante
missing texture for the Nod Teleporters

Describe the location of the missng texture, or a screen would be good, this may have been my bad

Edit: I download and played and had a look I XCC mixer i think your missing 'N_Ped.tga' the inside floor and roof texture and 'circular_grate1.tga' the outside top texture.

Nice layout, tunnels are a bit long mind

Subject: CnC lightwave
Posted by General Havoc on Mon, 18 Aug 2003 15:28:10 GMT
View Forum Message <> Reply to Message

/me Slaps Titanx77 for distibuting old scripts with a new map.

Not a major problem for people playing the map on a server, just the guys hosting the map as the older scripts have faulty scripts in them. I spent 2 hours yesterday getting the Team DM to work on someones map only to relise that the guy who told me he got the scripts from JW's site had downloaded an old version with someones map where the TeamDM script didn't work (janurary release). So please just to keep the server owners and the the people who play on their servers happy only distribute the version 1.2 scripts.dll.

Back to the topic. The map is okay but as Dante and other people said the bugs need fixing. I counted around 4 textures missing, including the teleporters so something happened somewhere. I tested it out in a small server and it seemed to play quite good. Maybe you could consider Real team DM in a future release? Jonathan Wilson didn't write these scripts for nothing

But overall it's half decent considering it's your first map you worked on when you made it.

Subject: CnC lightwave
Posted by Titan1x77 on Tue, 19 Aug 2003 02:27:23 GMT
View Forum Message <> Reply to Message

Even though I used the old scripts in my mod folder i can still distibute the new scripts with the .zip right?

Al lthe textures showed up for the beta testers...must be a map we had in our data folder it's reading them from....Im going to let the mpa play out and see if i can make some gameplay changes before I fix these minor changes.

Im planning on using the TDM scripts for a future map...This map was construted awhile ago,and Ive come along ways since then....Tiberium Pit 3 is looking very nice and im excited to get that done and post it up ASAP.

Afterwards Ive got a CTF map I started and would like to finish

---

Then after that I'll try a TDM.

Subject: CnC lightwave
Posted by General Havoc on Tue, 19 Aug 2003 11:53:13 GMT
View Forum Message <> Reply to Message

Yeah you can remove the scripts from the Mix using XCC, this will save you a few MB. You can distribute the new scripts with the archive but currently you have the Janurary 2003 version and not the june 2003.

Subject: CnC lightwave
Posted by Halo38 on Tue, 19 Aug 2003 16:47:39 GMT
View Forum Message <> Reply to Message

ok so you have the teleporter script working now, right?

I can't really remember what was wrong with it, didn't it work on the FDS or was it just the map coordinates that were causing the problem??

Could you explain what actually was wrong and if it's fixable I had a map that i canned because of the problem we had... I might umm un-can it , cheers

---

Subject: CnC lightwave
Posted by General Havoc on Tue, 19 Aug 2003 17:00:16 GMT
View Forum Message <> Reply to Message

It never "didn't work" it was just people using the janurary version of the scripts where it was a little faulty and the coordinates didn't work and only the object did. Make sure your using Version 1.2 because it has all of the bug fixes in it including the TDM, Aircraft Fuel, Helipad, CTF, and misc other scripts.

Subject: CnC lightwave
Posted by Titan1x77 on Tue, 19 Aug 2003 18:40:48 GMT
View Forum Message <> Reply to Message

coordinates worked fine....My map wasn't centered on 0,0,0 in ren-x....Finally found the problem months later

Better late then never.

Subject: CnC lightwave
Posted by General Havoc on Tue, 19 Aug 2003 18:50:16 GMT
View Forum Message <> Reply to Message

I mean the teleporter coordinates in the script. The "teleport to coordinate" was bugged in the Janurary release of the scripts so you could only use "teleport to object ID" with sucess. The "Teleport to coordinate" was fixed thereafter the Janurary release so it should be fine.

Subject: CnC lightwave
Posted by Halo38 on Wed, 20 Aug 2003 18:39:46 GMT
View Forum Message <> Reply to Message

General HavocI mean the teleporter coordinates in the script. The "teleport to coordinate" was bugged in the Janurary release of the scripts so you could only use "teleport to object ID" with sucess. The "Teleport to coordinate" was fixed thereafter the Janurary release so it should be fine.