
Subject: Re: bad Nod spawn location in HON on cnc_under.mix?

Posted by [reborn](#) on Wed, 09 Nov 2005 21:30:46 GMT

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Blazer wrote on Wed, 09 November 2005 03:55

There is. Anyone who has played Renegade for any amount of time has experienced spawning in the Hand and falling into blue hell on both Field and Under.

Well then I guess there is one of three happening;

- * I am being blind and can't see the bad spawn location
- * The .lvl file on westwoods FTP doesn't have the bad spawn location, but the .mix file does that was on the original CD.
- * There is a bad collision setting in GMAX or something just pinpointed where that spawner is, so you fall through the map

Blazer wrote on Wed, 09 November 2005 03:55

the one in Under will be in SSCP2 (not yet released).

I am a little confused why you are telling me this :S

I am "reboob" on IRC, I am the actual guy making the map fixes, this is why i started this thread about the spawner, because it was one of the things Mac asked me to fix, but i cant seem to find it.

Blazer wrote on Wed, 09 November 2005 03:55

Heres the list of map fixes that were in SSCP1:

Current WS Map Fixes:

Field - B2B through mountain no longer works

Field - Removed bad spawn points for Nod (fall through the map bug)

Volcano - Several VIS (visibility errors) fixed

Walls - No longer able to drive vehicles onto the walls

Islands - B2B with MRLS no longer works

Islands - No longer able to shoot through tunnel walls

Mesa - Unable to walljump anymore

All maps - Weapons Factory interior fixed to prevent shooting through bay (garage) window

I was given the .lvl files for canyon, field, islands, mesa and volcano, the fixes i have made i based on the files given to me. The other maps I have "fixed" from scratch, if you want the fixes quoted above to be encorperated into cp2 map fixes (which is obvious that you will) I will also need the remaining .lvl files.

Just as a note this will mean redoing the map fixes for all maps other then the ones i was given the .lvl files for.
