
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 am 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?
