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Subject: Map errors with 4.1

Posted by [Mauler](#) on Sun, 09 Feb 2014 03:35:40 GMT

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So as you may know UltraAOW runs custom maps in it's rotation and as of 4.0 everything was running fine, however now with 4.1 RC2 the server has apparently caught some issues..

First is the Nod cargo plane seems to be destroyable or has completely disappeared in the 4.1 update

Toggle Spoiler

Second, Seems like some custom maps have issues with pathfinding where there was none before in 4.0

Toggle Spoiler

Lastly LDD files seem to not properly load, As we required a custom LDD file for a fix to one of our maps, the modified LDD file was used to correct the position of the GDI weapons factory spawn point.. as the mammoth would spawn with it's main turret inside the WF doors.. we placed a LDD file into the server files and it fixed our issue and was fine with 4.0... something seems to have broken with 4.1 cause we are now having issues with that again..