
Subject: Re: Map errors with 4.1

Posted by [danpaul88](#) on Mon, 10 Feb 2014 11:24:49 GMT

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The problem as far as I can see it is this;

- Map pathfinding was generated in 4.0 and earlier
- Harvesters pathfinding worked perfectly
- Client updates to 4.1, map files unchanged
- Harvesters now crashing into walls all over the place on SOME maps, but not all. Sometimes only one of the two harvesters would crash
- Regen pathfind with 4.1 LE, re-export map
- Harvesters working properly again

I suspect the waypaths are somehow becoming detached from the pathfind grid or otherwise failing to be detected by the harvester so it tries to "bee-line" its way to where it wants to be, which sends it crashing into a wall.

You can get a copy of the broken maps from TSR by editing the registry and setting the version number in HKLM/Software/Bluehell/TSRClient to 1.1.0.0. Run the launcher, right click on TSR and choose repair, it'll reinstall that version of TSR. Then launch TS_Crossroads and watch the Nod harvester after its first dump, it should crash into one of the destructable walls instead of going around the front of them.

Change the version number again to 1.0.5.5 and repair it again. This is the SAME map, but prior to 4.1. The pathfinding now works correctly.
