Subject: Re: 4.3 RC3, maps and DA
Posted by Gen_Blacky on Mon, 23 Jan 2017 05:42:46 GMT
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iRANian wrote on Sun, 22 January 2017 14:28
I swear I had some changelog somewhere online.

I assume this is it.

http://www.renegadeforums.com/index.php?t=msg&goto=461613

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iRANian wrote on Tue, 10 January 2012 15:13Here's a set of maps with tons of fixes based on the
Core Patch 2 fixes. There's fixes for all the map issues I'm aware of other than:
-One man wall hop on Field
-Some B2B spots, on Islands mostly.
-All tunnel beacon spots except for the area under the Strip on Canyon.
-Most VIS issues, my fixes pack is based on the CP2 fixes so the CP2 VIS fixes should also be
included.

I'll work on fixes for those later.

Here's a detailed list of changes/fixes:

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All maps:
-Added kill zones before doors in buildings to prevent getting vehicles inside them on all ground
maps.
-Added beaconing prevention zone on the Refineries on flying maps, there are exploit areas only
accessible with aircrafts and wall hopping, these are now fixed.
-Added kill zones to prevent Refinery, Barracks and Power Plant hops on all ground maps.
-Fixed missing Nod Refinery MCT model.
-Adjusted pedestal zones to better cover the inner middle part of the pedestal. (Glacier_Flying
especially needed this)

Walls_Flying
Fixes:
-Added kill zones for ground vehicles on both sides' walls, and a big ass one on top of the mesa

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Walls
Fixes:
-Fixed being able to get on the wall (from CP2/by reborn)

City/City_Flying
Fixes:
-Added spawn points to the Barracks (by Zunnie)
-Fixed a misplaced PT inside the AGT

Under
Fixes:
-Fixed a broken spawn in the Hand of Nod (from CP2/by reborn)
-Added vehicle kill zone to an infantry only area that can be glitched into with vehicles
-Added a vehicle kill zone with a 20 seconds timer in a spot where vehicles sometimes get stuck while falling off hill
-Redid the Harvester Tiberium waypaths so they no longer intercept each other randomly in the Tiberium Field.

Field
Fixes:
-Fixed a broken spawn in the Hand of Nod (from CP2/by reborn)
-Prevented a B2B spot with MRLS (from CP2/by reborn)

Canyon
Fixes:
-Blocked ability for players to get on top of the Weapons Factory (from CP2/by reborn)
-Added kill zone to prevent 2-man wall hop from the balcony into Refinery for both teams
-Added kill zones to two places that could be reached with Humvee and Buggy
-Added kill zone to a place at the Nod Refinery tunnel that can be 2-man hopped off the wall
-Added a beaconing prevention zone to tunnel under the Nod Airstrip
-Added kill zone to an area in the field that could be used to get off map
-Added kill zones on top of the crates/containers inside of both bases to prevent players from getting on top of them
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Volcano
Fixes:
-Nothing new

Hourglass
Fixes:
-Nothing new

Complex
Fixes:
-Added laser fences to the top of the Nod Refinery to prevent B2B (from CP2/by Reborn)

Glacier_Flying

Fixes:
-Prevented beaconing in an exploit spot in the middle of the field to damage the Barracks.
-Fixed a spot where you could get off the map.
-Added spawn points to the Barracks.

Islands
Fixes:
-Nothing special

Mesa
Fixes:
-Prevented people from hopping over a wall into an infantry only area. (From CP2/by reborn)

I've also improved some of my scripts and wrote new ones:

-Made the infantry kill zones ignore spectators (people in fly mode)
-Made vehicle kill zones kill SSGM vehicle wreckages
-Added a script to create an invisible laser fence, and a debug version that creates a visible fence

They're attached to my post, please include them for the next beta. Download link for the fixed maps:

http://dl.dropbox.com/u/21865790/Map%20fixes%20for%20TT.zip

We could reproduce most this via code if we had to using the existing maps. We could add permapini option to apply the fix. And ship the stock maps. Way points and vis Points would be an issue if you actually made those changes.

This is why the ped is not working in field barracks. I guess it has been broken this whole time lol. Opened in LevelRedit

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Beacon.1500620
Move the beacon zone on field to x 90.637 , y -10.098, z 0.387

File Attachments
1) Beacon_field.jpg, downloaded 1336 times

File   Edit   View   Object   Vis   Pathfinding   Lighting   Sounds   Camera   Strings   Presets

Invalid TGA format used in C:\Program Files (x86)\RenegadePublicTools\LevelEdit\C&C_Field\tiles\building aggregates - multiplay\mp - hand of nod\MCT_co
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