Subject: Re: 4.3 RC3, maps and DA
Posted by Gen_Blacky on Tue, 24 Jan 2017 01:19:42 GMT
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jonwil wrote on Mon, 23 January 2017 14:28I think the easiest solution to the problem here is to hex edit the maps and move the beacon zones back to where they need to be.
Its not very hard to do if you know the format of the ldd files (and I do . I just need to know the object ID of the objects that are in the wrong place plus the xyz coordinates that they need to be moved to and I can make it happen.

Any objects that need to be deleted I can delete as well if I know the object ID.

No need to spend ages trying to recover lvl files out of it or messing with levelredit or something else.

If someone gets me the needed information, I will make the changes and put the fixed maps in 4.3 final

I agree. I will look for any other changes that need made.

C&C_Field
Beacon
ObjectID 1500620
Move to x 90.637 y -10.098 z 0.387