Subject: Re: 4.3 RC3, maps and DA
Posted by jonwil on Thu, 26 Jan 2017 20:59:40 GMT
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We are already shipping fixed mgagd_ag_2.w3d, mgwep_ag_4.w3d and mnatr_mct.w3d files including the moved AGT damage aggregate fix mentioned in the above linked thread.

Not sure how to fix the missing MCT aggregate in the nod refinery.(which I believe is caused by a mis-named proxy in the w3d file) If anyone has any suggestions that don't involve re-exporting the maps from LE (which as mentioned before I dont want to do) please let me know. Simply hex-editing the w3d file wont help since proxies are only read and dealt with in LE.

I will fix the incorrectly placed zone in C&C_Field.

Are there any other map fixes that are required at this point?