
Subject: Re: 4.3 RC3, maps and DA

Posted by [jonwil](#) on Thu, 26 Jan 2017 22:50:21 GMT

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I have a fix for the ugly fence that involves duplicating the w3d file its using (dsp_torture_wal.w3d) under a new name, setting the "hidden" flag on its one mesh and then hex editing the map to point to the new w3d file.

4.3 RC4 (which I plan to ship soon just to get this stuff out there and tested before 4.3 final) will contain a fixed Complex map (with the change above to make the lasers invisible) and a fixed Field map (with the moved zone). If anyone has anything else they think should be done to the maps (as currently shipped with 4.x) please let me know ASAP so I can sort it out.
