
Subject: Re: 4.3 RC3, maps and DA

Posted by [XD_ERROR_XD](#) on Thu, 09 Feb 2017 10:14:20 GMT

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Gen_Blacky wrote on Tue, 07 February 2017 01:06so I have been creating a dragonade plugin that takes irans zone fixes and writes them to an ini file and allows you to apply his fixes on custom stock maps.

I have also been working on a way to fix the nod ref mct server side. I have come to the conclusion the only correct way to fix it is to add a the temp preset and add it to all the maps that have the misspelled proxy for the nod ref mnref_ag_3_n. Some maps have it misspelled mnref_ag_3n witch is the name of the w3d file mnref_ag_3n.w3d but ag preset name is mnref_ag_3_n. This all means recreating the leveledit files. (I might do later on). I have made an alternate fix that uses the single player mnref_ag_3n aggregate without that animations and split into 3 w3d files. Called mctfix1 mctfix2 mctfix3 each file is a different stage of the animation so it can be done on building damage via code.

I plan on releasing it soon.

Sweet! Could you show some screenshots of how you did/are doing it?