
Subject: need info on fixing various map bugs
Posted by [jonwil](#) on Sat, 26 Jun 2004 03:44:24 GMT
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Basicly, there are 3 possible map bugs that I am looking into fixing.

First one is base 2 base on islands, can someone help with information on exactly where to put the blockers to fix this?

Second one is something about the glass in the turnnels in islands, dont know exactly what the bug is or what needs to be fixed, anyone know?

And the third one is something to do with getting vechicles on the walls in walls & walls flying. What is this bug and what should be done to fix it? Would a vechicle blocker mesh work? Where should such a mesh go?

Subject: need info on fixing various map bugs
Posted by [jonwil](#) on Sat, 26 Jun 2004 03:47:01 GMT
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also, the bugs in question (base 2 base on islands, walljump vechicles on mesa, weapons factory interior etc) are being fixed with invisible projectile blocking meshes. Would these extra meshes require any changes to the maps themselves (e.g. re-do VIS, re-do dynamic culling system etc)?

Subject: need info on fixing various map bugs
Posted by [Slash0x](#) on Sat, 26 Jun 2004 03:49:30 GMT
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1. I don't know how you'd block B2B on Islands without effects the snipers in play on that wall. It is going to take some good positioning for that...

2. Vehicle blockers...

3. Vehicle blockers...

Just import the w3d for positioning and make it a terrain object (invisible). Most can be done easily within minutes...

Subject: need info on fixing various map bugs
Posted by [PermaGrin](#) on Sat, 26 Jun 2004 05:41:07 GMT
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1. for base 2 base, i suggest a projectile blocker here...

2. tunnels...this is this bug....

as you can see the burn mark on the left should be the only thing that happens. but if in 1st person and at the correct angle, u can shoot to the other side. notice the burn marks on the wall in the other tunnel. im guessing this happens due to the walls not being 2 sided. i have noticed u can do this on just about any surface. its just the glass in the tunnels are easiest because u can see the other side. i have tested it with someone and i could kill them through the wall of the hand. didnt test anywhere else, just felt it would yeild the same result. i suggest just making the walls of the tunnel 2 sided. i think that should fix it.

3. this is the bug on getting tanks on the wall in walls and walls flying.

heres i my suggestion on fixing it...

(dont know why the rocks didnt get made, but you get the picture)
the gren box would be vehicle blockers. of course they would need to be placed in the other 3 areas.

as far as your ?s on "Would these extra meshes require any changes to the maps themselves", u have no clue

Subject: need info on fixing various map bugs
Posted by [jonwil](#) on Sat, 26 Jun 2004 06:49:27 GMT
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thanks for the info mate.

I do still need an answer to the question about whether adding extra meshes to the w3d file will require any changes to the map...

The walls/walls_flying issue looks fixable.

As for the tunnels issue, I dont think that one is worth fixing.

Subject: need info on fixing various map bugs
Posted by [xptek_disabled](#) on Sat, 26 Jun 2004 07:40:42 GMT
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jonwilAs for the tunnels issue, I dont think that one is worth fixing.

People abuse it a lot in sniper games.

Subject: need info on fixing various map bugs

Posted by [PiMuRho](#) on Sat, 26 Jun 2004 07:46:36 GMT

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The walls-flying one isn't really an issue either. If you can get up there without falling off and losing your vehicle, you're horribly exposed anyway, and there's nowhere you can go for cover.

Subject: need info on fixing various map bugs

Posted by [jonwil](#) on Sat, 26 Jun 2004 08:09:06 GMT

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I still need to know if changing the w3d file requires changes to the map file (the .lvl file)

Subject: need info on fixing various map bugs

Posted by [Deactivated](#) on Sat, 26 Jun 2004 09:35:48 GMT

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Usually the vehicle blockers are added manually in LevelEdit, not in max (w3d).

Subject: need info on fixing various map bugs

Posted by [Majiin Vegeta](#) on Sat, 26 Jun 2004 12:53:31 GMT

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jonwil

As for the tunnels issue, I dont think that one is worth fixing.

jusat stick a few projectile stoppers in between the glass

Subject: need info on fixing various map bugs

Posted by [Titan1x77](#) on Sat, 26 Jun 2004 14:57:54 GMT

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SeaManUsually the vehicle blockers are added manually in LevelEdit, not in max (w3d).

they can be added either way.

To answer your question.....

You will have to save a new .lvl file,thus it would have to be re-exported again and the .mix file wont match the existing one.

Subject: need info on fixing various map bugs
Posted by [gibberish](#) on Sun, 27 Jun 2004 23:32:41 GMT
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The first and third bugs you can stop with just a scripts.dll change.

1. When someone hits the hand detect if they have a vehicle and if its in the GDI base blow it up.
 3. Just detect the position of the vehicle and if its on the wall blow it up.
-

Subject: need info on fixing various map bugs
Posted by [Slash0x](#) on Mon, 28 Jun 2004 00:17:10 GMT
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gibberish
3. Just detect the position of the vehicle and if its on the wall blow it up.
Won't work, aircrafts will run into the zones killing them for no reason.

Subject: need info on fixing various map bugs
Posted by [YSLMuffins](#) on Mon, 28 Jun 2004 01:41:54 GMT
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Don't modify the main w3d at all. Just add vehicle/projectile blockers as necessary via additional w3ds. What I did on Volcano flying was import the terrain w3d in gmax, so that way I could align everything easily. Once finished, I'd hide the terrain w3d and export the invisible meshes.

Once in LevelEdit, I'd open up the .lvl and make the w3ds as a temp preset. Everything should be aligned correctly automatically. Just make sure to repartition the culling systems before saving, or people could get FPS issues (I know I do) when playing on the map.

I guess an invisible blocker would be the only way to fix islands, unless you want to redo VIS (NO NO NO!).

Subject: need info on fixing various map bugs
Posted by [gibberish](#) on Mon, 28 Jun 2004 06:38:07 GMT
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Slash0xWon't work, aircrafts will run into the zones killing them for no reason.

My apologies I forgot to account for Troutman's Fifth Law:

Troutman

If the input editor has been designed to reject all bad input, an ingenious idiot will discover a

method to get bad data past it.

I should have stated that:

1. The rule should only be applied when the vehicle is not an aircraft.
 2. The Z value should also be checked to make sure the the vehicle is not driving under the Wall.
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