Subject: Ruins0X chem tank altfire = server crash???
Posted by Alkaline on Mon, 12 Jul 2004 17:09:59 GMT
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   I have been getting reports that this map will cause the server to crash if someone buys a chem tank and uses the alternate fire

Anyone else have this happen to them?

Subject: Ruins0X chem tank altfire = server crash???
Posted by 2000_years on Mon, 12 Jul 2004 17:13:38 GMT
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I can't say I've experienced it, it just spews out green stuff like primary fire

Subject: Ruins0X chem tank altfire = server crash???
Posted by Naamloos on Mon, 12 Jul 2004 17:21:23 GMT
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That map crashes when you do that yes.

Subject: Ruins0X chem tank altfire = server crash???
Posted by Alkaline on Mon, 12 Jul 2004 17:41:50 GMT
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LOL crazy...
SlashOX can you please fix this glitch   This map is great and usually brings in a good bit of people unrules fan map server.

Subject: Ruins0X chem tank altfire = server crash???
Posted by Slash0x on Tue, 13 Jul 2004 09:16:46 GMT
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I noticed it after a few weeks after public release. Never bothered to fix it because it's hard enough getting a map downloaded by people let alone to get them all to update it. (Version conflicts.)

Subject: Ruins0X chem tank altfire = server crash???
Posted by YSLMuffins on Tue, 13 Jul 2004 09:25:05 GMT
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That is a pretty nasty glitch when you don't specify a secondary ammo, even if it's the exact same ammo type.

Subject: Ruins0X chem tank altfire = server crash???
Posted by htmlgod on Tue, 13 Jul 2004 12:02:46 GMT
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Yeah, it is essential that you specify a Default Secondary Ammo for each weapon. Whenever you make a map or mod with altered Presets, before you export it all, you should load each one of your modified presets ('Make'), and watch the dialogue box. It will tell you everything you did wrong, if you know what to look for.

Subject: Ruins0X chem tank altfire = server crash???
Posted by Slash0x on Wed, 14 Jul 2004 04:50:47 GMT
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htmlgodYeah, it is essential that you specify a Default Secondary Ammo for each weapon. Whenever you make a map or mod with altered Presets, before you export it all, you should load each one of your modified presets ('Make'), and watch the dialogue box. It will tell you everything you did wrong, if you know what to look for.
Everything loaded fine. It even stated that the secondary fire was existing (eventhough, usually it self-deletes it when you delete it from the ammos). So basically it was an ammo mixup.

Subject: Ruins0X chem tank altfire = server crash???
Posted by Alkaline on Wed, 14 Jul 2004 14:28:33 GMT
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I usually have 40/40 on that map...

anyway if you can fix than great, if not then ohh well it was a nice map. But if you are going to fix just call it Ruin0x1.1.mix or something...

Subject: Ruins0X chem tank altfire = server crash???
Posted by PCWizzardo on Wed, 14 Jul 2004 18:33:51 GMT
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PLEASE remove that HORRIBLY annoying and PAINFUL background "music" -- it hurts my ears, so I have to turn off my speakers or get a booming headache.

ALso, would it be possible to remove the vehicle blockers near the sides of the pit, where the structure remnants and crates are?

Subject: Ruins0X chem tank altfire = server crash???
Posted by Slash0x on Thu, 15 Jul 2004 08:53:29 GMT
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If you don't want the bgmusic, place this into ur Renegade Data folder.

http://66.135.185.60/forums/index.php?s=86ec80e663760fd108c4bab2364af25b&act=Attach&type=post&id=22619

Subject: Ruins0X chem tank altfire = server crash???
Posted by Alkaline on Thu, 22 Jul 2004 00:14:10 GMT
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slash will you fix this problem by the end of July by any chance?

Subject: Ruins0X chem tank altfire = server crash???
Posted by Serenity on Sat, 24 Jul 2004 02:45:40 GMT
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Yeah finally noticed this today when one of my mods tried what Alk has stated. My members love this map so a fix would be greatly apprecated (sp?) thanks in advance.

Subject: Ruins0X chem tank altfire = server crash???
Posted by Slash0x on Sat, 24 Jul 2004 03:40:41 GMT
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Okay, I AM fairly busy. I'll try to make time and open up the ghetto file again and rub off the dust.

Give me a few days and I'll get the newer version up for public download.

NOTE: Because of this change, I have to chose another map name. Just thought I'd inform you guys now that way it no surprise. (Version glitches between hosts and clients.)

Subject: Ruins0X chem tank altfire = server crash???
Posted by Alkaline on Sun, 25 Jul 2004 18:36:31 GMT
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ruins0x2 would work,
while your at it , could you fix the vis errors like on the bridge sometimes the boarders appear black..

gdi tow humvee would be nice seeing as nod gets a recon bike. I'm sure titan could help you add

it.