Subject: bad Nod spawn location in HON on cnc_under.mix?
Posted by reborn on Tue, 08 Nov 2005 17:35:13 GMT
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Is there a bad spawn location on the map CNC_under.mix in the hand of Nod? If so please could someone take a screenshot of where it is please?
I am struggling to find it, I found the one on field.mix, but I am doubting the existnace of it on under.mix.
I am working from the .lvl files hosted on westwoods ftp.

Subject: Re: bad Nod spawn location in HON on cnc_under.mix?
Posted by JPNOD on Tue, 08 Nov 2005 19:47:40 GMT
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Yes there is, but it hapens once in a 1000 years to me.

Subject: Re: bad Nod spawn location in HON on cnc_under.mix?
Posted by ghostSWT on Tue, 08 Nov 2005 19:50:10 GMT
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nope, not in the hand, but give me 5 more mins and I'll see if it's hiding somewhere in under.

Edit:
On under there are 42 nod spawner's and they all look like they are in valid positions.

But i guess they may have added a spawner after releasing the ".lvl files hosted on westwoods ftp."

Subject: Re: bad Nod spawn location in HON on cnc_under.mix?
Posted by Blazer on Tue, 08 Nov 2005 21:20:18 GMT
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There is one, and it's fixed in CP1.

Subject: Re: bad Nod spawn location in HON on cnc_under.mix?
Posted by reborn on Wed, 09 Nov 2005 05:57:43 GMT
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Well I have to concur with GhostSWT, there isn't a bad Nod spawner in the hand of Nod on the .lvl files currently hosted on westwoods ftp. I have looked and looked and just can't find one. That isn't to say that it doesn't exist in the mix files that where originally on the installation CD.

Also, the spawn location couldn't be fixed via core-patch 1 as the spawn locations are controlled server side, not on the client.

To fix that the map would have to be distributed by say SSAOW.

Subject: Re: bad Nod spawn location in HON on cnc_under.mix?
Posted by Lijitsu on Wed, 09 Nov 2005 06:12:46 GMT
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Reborn wrote on Wed, 09 November 2005 00:57Well I have to concur with GhostSWT, there isn't a bad Nod spawner in the hand of Nod on the .lvl files currently hosted on westwoods ftp. I have looked and looked and just can't find one. That isn't to say that it doesn't exist in the mix files that where originally on the installation CD.

Also, the spawn location couldn't be fixed via core-patch 1 as the spawn locations are controlled server side, not on the client.

To fix that the map would have to be distributed by say SSAOW.
YOU DOUBT THE WORDS OF THE ALMIGHTY BLAZER?! BLASHPEMER! HE'S A BLASPHEMER! BURN HIM!

Subject: Re: bad Nod spawn location in HON on cnc_under.mix?
Posted by ghostSWT on Wed, 09 Nov 2005 08:49:32 GMT
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Reborn wrote on Tue, 08 November 2005 21:57Also, the spawn location couldn't be fixed via core-patch...

Blazer is talking about the "Win32 FDS Server Side Patch" 37.8MB (scripts, maps, and some other crap)

Subject: Re: bad Nod spawn location in HON on cnc_under.mix?
Posted by Blazer on Wed, 09 Nov 2005 08:55:44 GMT
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Reborn wrote on Wed, 09 November 2005 00:57Well I have to concur with GhostSWT, there isn't a bad Nod spawner in the hand of Nod on the .lvl files currently hosted on westwoods ftp.

There is. Anyone who has played Renegade for any amount of time has experienced spawning in the Hand and falling into blue hell on both Field and Under.

Quote:Also, the spawn location couldn't be fixed via core-patch 1 as the spawn locations are

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controlled server side, not on the client.

To fix that the map would have to be distributed by say SSAOW.

Sorry, I should have specified SSCP1 and not CP1. Also SSCP1 actually only fixes the bad HON spawn point in Field, the one in Under will be in SSCP2 (not yet released).

Heres the list of map fixes that were in SSCP1:
Current WS Map Fixes:

Field - B2B through mountain no longer works
Field - Removed bad spawn points for Nod (fall through the map bug)
Volcano - Several VIS (visibility errors) fixed
Walls - No longer able to drive vehicles onto the walls
Islands - B2B with MRLS no longer works
Islands - No longer able to shoot through tunnel walls
Mesa - Unable to walljump anymore
All maps - Weapons Factory interior fixed to prevent shooting through bay (garage) window

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Subject: Re: bad Nod spawn location in HON on cnc_under.mix?
Posted by light on Wed, 09 Nov 2005 09:53:10 GMT
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And there was me thinking that the falling blue hell was due to lag

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Subject: Re: bad Nod spawn location in HON on cnc_under.mix?
Posted by Blazer on Wed, 09 Nov 2005 20:00:01 GMT
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Heh yeah it's annoying too as it ruins your K/D ratio (falling into blue hell counts as a death).

Subject: Re: bad Nod spawn location in HON on cnc_under.mix?
Posted by rm5248 on Wed, 09 Nov 2005 21:12:41 GMT
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Yeah, I've had a bug before(it seems to happen when 2 vehicles run into each other) when I'm suddenly about 5,000 feet off the map, spinning wildly in my tank and/or falling 10 feet and starting to fall again in the same spot.   There are a lot of odd bugs with Renegade...

Subject: Re: bad Nod spawn location in HON on cnc_under.mix?

Posted by reborn on Wed, 09 Nov 2005 21:30:46 GMT

Blazer wrote on Wed, 09 November 2005 03:55
There is. Anyone who has played Renegade for any amount of time has experienced spawning in the Hand and falling into blue hell on both Field and Under.

Well then I guess there is one of three happening;

* I am being blind and can't see the bad spawn location
* The .lvl file on westwoods FTP doesn't have the bad spawn location, but the .mix file does that was on the original CD.
* There is a bad collsion setting in GMAX or something just pinpointed where that spawner is, so you fall through the map

Blazer wrote on Wed, 09 November 2005 03:55
the one in Under will be in SSCP2 (not yet released).

I am a little confused why you are telling me this :S
I am "reboob" on IRC, I am the actual guy making the map fixes, this is why i started this thread about the spawner, because it was one of the things Mac asked me to fix, but i cant seem to find it.

Blazer wrote on Wed, 09 November 2005 03:55
Heres the list of map fixes that were in SSCP1:
Current WS Map Fixes:

Field - B2B through mountain no longer works
Field - Removed bad spawn points for Nod (fall through the map bug)
Volcano - Several VIS (visibility errors) fixed
Walls - No longer able to drive vehicles onto the walls
Islands - B2B with MRLS no longer works
Islands - No longer able to shoot through tunnel walls
Mesa - Unable to walljump anymore
All maps - Weapons Factory interior fixed to prevent shooting through bay (garage) window

I was given the .lvl files for canyon, field, islands, mesa and volcano, the fixes i have made i based on the files given to me. The other maps I have "fixed" from scratch, if you want the fixes quoted above to be encorperated into cp2 map fixes (which is obvious that you will) I will also need the remaining .lvl files.
Just as a note this will mean redoing the map fixes for all maps other then the ones i was given the .lvl files for.

Subject: Re: bad Nod spawn location in HON on cnc_under.mix?
Posted by Blazer on Wed, 09 Nov 2005 23:38:43 GMT

Zunnie gave us a fixed Canyon map, did he get that from you? I hope you guys aren't wasting effort working on the same things

---

Subject: Re: bad Nod spawn location in HON on cnc_under.mix?
Posted by punkun21 on Thu, 10 Nov 2005 03:27:09 GMT

May not be the right place to ask, but what about the purchase terminal glitch in the HON? The one where you access the terminal, usually one by the front doors, and then you can't move away from the spot, your character keeps getting pulled back to the PT.

Subject: Re: bad Nod spawn location in HON on cnc_under.mix?
Posted by YSLMuffins on Thu, 10 Nov 2005 04:48:33 GMT

Well, this is news to me. I never fell into blue hell on Under, but it's probably because servers hardly every had that map in rotation.

And then again, I also have CP1 installed too...lol.

Subject: Re: bad Nod spawn location in HON on cnc_under.mix?
Posted by reborn on Thu, 10 Nov 2005 08:05:32 GMT

Blazer wrote on Wed, 09 November 2005 18:38Zunnie gave us a fixed Canyon map, did he get that from you? I hope you guys aren't wasting effort working on the same things

Well I asked him about this when Mac told me, Zunnie reckons the only maps he submitted to you was from a long ass time ago.

I am going to need the remaining .lvl files from the core-patch 1 maps if you want me to include all the previous fixes in this version.

Subject: Re: bad Nod spawn location in HON on cnc_under.mix?
Posted by Blazer on Fri, 11 Nov 2005 00:19:10 GMT

Reborn wrote on Thu, 10 November 2005 03:05Blazer wrote on Wed, 09 November 2005 18:38Zunnie gave us a fixed Canyon map, did he get that from you? I hope you guys aren't wasting effort working on the same things

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Well I asked him about this when Mac told me, Zunnie reckons the only maps he submitted to you was from a long ass time ago.

I am going to need the remaining .lvl files from the core-patch 1 maps if you want me to include all the previous fixes in this version.

Hmm October 28th is when he gave it to me, here's what he gave me:

[root@blazer01 canyon]# ls -sCFR

mix file/ screenies of change/ source lvl files for canyon/

./mix file:
total 11208
11208 C&C_Canyon.mix

./screenies of change:
total 4132
840 GDI-ref-zone-2.jpg 920 Nod-ref-zone-2.jpg 688 war-factory-bug.jpg
784 GDI-ref-zone.jpg   900 Nod-ref-zone.jpg

./source lvl files for canyon:
total 2920
  4 asset_report.txt 1440 c&c_canyon.lsd
 48 c&c_canyon.ldd   1428 c&c_canyon.lvl

If you don't have anything extra to fix than this in Canyon, we can save you some effort and just use Zunnies.

Subject: Re: bad Nod spawn location in HON on cnc_under.mix?
Posted by reborn on Fri, 11 Nov 2005 12:15:00 GMT
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LMAO, that was me.. We use a clone of eachothers IRC client. I wondered hat you was talking about Me and zunnie may appear to be the same on your IRC network, but we are not. I am reboob and he is Z.

I still need those source .lvl file for the rest of the core-patch maps tho to include those fixes too. (which bloody means re-doing a bunch of them)