Subject: [map source]C&C_Glacier_Flying .lvl file released.
Posted by IronWarrior on Fri, 20 Jul 2007 13:24:01 GMT
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Hello.

I have released my C&C_Glacier_Flying .lvl files and is now ready for public downloads on
Game-Maps.NET

Download Link is below.

C&C_Glacier_Flying LevelEdit File

Hope this comes in handy for other modders, if you need other .lvl files then check the same site,
we have FieldTS, Snow and Walls_Flying which was made by Reborn.

Might do more if needed.

Enjoy.

Subject: Re: C&C_Glacier_Flying .lvl file released.
Posted by reborn on Fri, 20 Jul 2007 14:47:09 GMT
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Nice work man...

You know, most people won't post there thanks in here because people seem to be real stubborn
when it comes to saying in public. Especially when they are in the "higher echelon" of the ren
community.
This is a real shame, as it is quite de-motivating.
But with this .lvl file you reversed from the .mix, it is now possible for server owners to turn it into a
.mix and remove the lag spots and other crappy bugs that make this map un-bearable.

It really is a nice release =]

Subject: Re: C&C_Glacier_Flying .lvl file released.
Posted by danpaul88 on Fri, 20 Jul 2007 14:56:30 GMT
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Does this work server side for the original glacier-lagging.mix?

Reverse engineering it must have taken some effort, nice work.

Subject: Re: C&C_Glacier_Flying .lvl file released.
Posted by crazfulla on Fri, 20 Jul 2007 15:09:08 GMT
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If you can reduce the dang FPS lag on the map then perhaps servers will start adding to to the rotation?

Subject: Re: C&C_Glacier_Flying .lvl file released.
Posted by Sn1per74* on Fri, 20 Jul 2007 15:55:18 GMT
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Awesome! Thanks IronWarrior.

Subject: Re: C&C_Glacier_Flying .lvl file released.
Posted by IronWarrior on Fri, 20 Jul 2007 16:06:46 GMT
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With the Level Editor files inside the source, you can make your own .mixs if you wish or use mine that I added, the mix file will work in your server fine.

Hmm, don't know about the lag problem, what causes it?

Am sure that could be fixed, if I know what is causing that.

Thinking about it, wasn't it Arks C&C_Glacier the laggy one?

Thanks for all the comments, couldn't had done this without help from Reborn and Zunnie.

If you do download it and spot any problems inside it, please contact me so I can fix, but there shouldn't be.

Subject: Re: C&C_Glacier_Flying .lvl file released.
Posted by crazfulla on Fri, 20 Jul 2007 16:22:19 GMT
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I would say on all versions of Glacier there is poor VIS data. Glacier_Flying lags like hell, GlacierTS has disappearing HON cieling, etc.

Subject: Re: C&C_Glacier_Flying .lvl file released.
Posted by reborn on Fri, 20 Jul 2007 17:03:06 GMT
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vis is client side, cant fix it server side.

But there are lag areas that are not caused by the terrain, but something shitty inside the original .lvl files.
The fact that it has been reversed and re-done means that those crappy lag spots should now be gone.
I have no clue what they where originally, could of been some invisible blockers or something else, put there for ACK only knows reason.

If you make a .mix file from this release, you should find those dam nasty lag spots completely removed.