Subject: crap after generating vis
Posted by Slave on Tue, 28 Aug 2007 13:28:41 GMT
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Alright, so I tried to create myself a working city_flying.lvl file. I did so by using city.lvl and adding the flying w3ds to it. Than i discarded all vis data, and generated new vis overnight.

But now stuff like this randomly start to happen to meshes of the map.

Vehicles can drive over the grass.
Infantry falls through the grass.
Heli's can be pushed through.
Vehicles can be pushed through when a heli lands on them.

At first i was like "okay, wtf". Resetting the dynamic culling system (no idea what that means but okay...) seemed to solve the problem inside leveledit. But after re-opening the map, the problem comes back just as hard.

I don't really know what's going on. Help please.

Subject: Re: crap after generating vis
Posted by Oblivion165 on Tue, 28 Aug 2007 17:59:23 GMT
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This is a new one   I don't thing this has come up even once before, congrats!

(No sarcasm - this really is new)

Subject: Re: crap after generating vis
Posted by Yrr on Tue, 28 Aug 2007 18:39:38 GMT
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There's no need to put work into making a C&C_City_Flying LevelEdit file - I am working on a .mix to .lvl converter

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Subject: Re: crap after generating vis
Posted by Yrr on Tue, 28 Aug 2007 18:40:44 GMT
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There's no need to put work into making a C&C_City_Flying LevelEdit file - I am working on a .mix to .lvl converter

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Subject: Re: crap after generating vis
Posted by IronWarrior on Tue, 28 Aug 2007 21:00:23 GMT

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Slave wrote on Tue, 28 August 2007 08:28Alright, so I tried to create myself a working city_flying.lvl file. I did so by using city.lvl and adding the flying w3ds to it. Than i discarded all vis data, and generated new vis overnight.

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At first i was like "okay, wtf". Resetting the dynamic culling system (no idea what that means but okay...) seemed to solve the problem inside leveledit. But after re-opening the map, the problem comes back just as hard.

I don't really know what's going on. Help please.

Hmm, you making it wrong.

Open a normal city.lvl

Open Terrain > Levels - Mutli Player > C&C_Map_City 0325f

Now add

1) Flying collision
2) flying includes
3) ramps

Now click Edit > Level Settings and click "Allow Flying Vehicles"

You are done.

Mod the map however you want.

Subject: Re: crap after generating vis
Posted by Slave on Tue, 28 Aug 2007 22:27:56 GMT

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I did everything you said.

Plus redoing the vis. I assumed that needed to be done, since the non flying city only has vis information near the ground.

Also yay for mix->lvl, but I can also imagine people will get pissed for stealing their map.

Subject: Re: crap after generating vis
Posted by IronWarrior on Tue, 28 Aug 2007 23:09:36 GMT
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Slave wrote on Tue, 28 August 2007 17:27I did everything you said.

Plus redoing the vis. I assumed that needed to be done, since the non flying city only has vis information near the ground.

Also yay for mix->lvl, but I can also imagine people will get pissed for stealing their map.

Ah, no need to do the vis information, you shouldn't need to do anything like that, just the step's I said.

Remember to move the .ldd file into the .mix only, not the .lsd that will fuck things up most times.

Subject: Re: crap after generating vis
Posted by Slave on Wed, 29 Aug 2007 21:26:58 GMT
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Even if im not planning to do a server side mod?

I wanted to try out some client side changes, where the client would need the map too.

Subject: Re: crap after generating vis
Posted by HORQWER on Wed, 29 Aug 2007 22:47:37 GMT
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Yrr wrote on Tue, 28 August 2007 13:40There's no need to put work into making a C&C_City_Flying LevelEdit file - I am working on a .mix to .lvl converter
plzz tell me when it is goingto be released

Subject: Re: crap after generating vis
Posted by Slave on Wed, 29 Aug 2007 22:56:50 GMT
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when you invent a timemachine to predict the future, tell me, meanwhile stop highjacking my topic with idiot spam.

Subject: Re: crap after generating vis
Posted by HORQWER on Thu, 30 Aug 2007 01:01:13 GMT
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opss sorry i should make my own topic

Subject: Re: crap after generating vis
Posted by IronWarrior on Thu, 30 Aug 2007 03:15:58 GMT
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Slave wrote on Wed, 29 August 2007 16:26Even if im not planning to do a server side mod?

I wanted to try out some client side changes, where the client would need the map too.

Hmm, not sure then, you still shouldn't need to crate any new visual stuff, as it's an westwood map, it already has it.

Subject: Re: crap after generating vis
Posted by reborn on Thu, 30 Aug 2007 06:37:37 GMT
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vis is client side, not server side. That's why Iron said you dont need to generate vis and stuff (he was assuming this was for a server mod).
But you could take the existing vis file from the original .mix and use xcc to place it in your new map. This would save you generating vis on it.

Subject: Re: crap after generating vis
Posted by Jerad2142 on Thu, 30 Aug 2007 07:26:14 GMT
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Oh yay, double post.

Subject: Re: crap after generating vis
Posted by Jerad2142 on Thu, 30 Aug 2007 07:26:14 GMT
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Yrr wrote on Tue, 28 August 2007 12:40There's no need to put work into making a C&C_City_Flying LevelEdit file - I am working on a .mix to .lvl converter
You make me sick. And for two reasons:
#1. this will be a excellent way to steal everyones work and claim it as your own, leaving them with no proof that they really made it, as everything else can already be regenerated.
#2. remaking the maps is part of the Renegade learning experience, with out this you will have no experience and will grow tired of the engine even quicker.

Subject: Re: crap after generating vis
Posted by Cat998 on Thu, 30 Aug 2007 07:43:45 GMT
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Jerad Gray wrote on Thu, 30 August 2007 09:26Yrr wrote on Tue, 28 August 2007 12:40There's no need to put work into making a C&C_City_Flying LevelEdit file - I am working on a .mix to .lvl converter
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#2. remaking the maps is part of the Renegade learning experience, with out this you will have no experience and will grow tired of the engine even quicker.

double post

as you said, there is already a way to recreate maps.
All you have to do is setting up the spawnpoints, harvester paths, building controllers and scripts.
Number #2 is no reason to not release it.

Subject: Re: crap after generating vis
Posted by IronWarrior on Thu, 30 Aug 2007 10:34:25 GMT
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I don't think he be releasing any such program, I don't think it can work, if it could, why has no one ever made one before?

Subject: Re: crap after generating vis
Posted by SWNight on Thu, 30 Aug 2007 10:40:47 GMT
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Because no one could be bothered?

Subject: Re: crap after generating vis
Posted by Yrr on Thu, 30 Aug 2007 16:19:03 GMT
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IronWarrior wrote on Thu, 30 August 2007 12:34I don't think he be releasing any such program, I don't think it can work, if it could, why has no one ever made one before?

Because it is quite complicated since you have to know much of the .lsd, .ldd and .lvl data format to make that possible. I'm looking forward for a first backward-conversion test soon.
And I'm not sure wether I should make it a stand-alone program, or a LevelEdit plugin.

Subject: Re: crap after generating vis
Posted by IronWarrior on Thu, 30 Aug 2007 16:26:15 GMT
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Yrr wrote on Thu, 30 August 2007 11:19IronWarrior wrote on Thu, 30 August 2007 12:34I don't think he be releasing any such program, I don't think it can work, if it could, why has no one ever made one before?

Because it is quite complicated since you have to know much of the .lsd, .ldd and .lvl data format to make that possible. I'm looking forward for a first backward-conversion test soon.
And I'm not sure wether I should make it a stand-alone program, or a LevelEdit plugin.

Well we will see, if you ever do make something that does it, I would welcome it, I been busy working on .lvl files latey and using something that can covert an .mix to an .lvl would save alot of time.

Subject: Re: crap after generating vis
Posted by Slave on Thu, 30 Aug 2007 20:36:26 GMT
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Reborn wrote on Thu, 30 August 2007 01:37But you could take the existing vis file from the original .mix and use xcc to place it in your new map. This would save you generating vis on it.

Alright, wich file do i need to copy paste? And when? Before or after the leveledit job.

Subject: Re: crap after generating vis
Posted by Sir Kane on Fri, 31 Aug 2007 05:16:20 GMT
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Slave wrote on Tue, 28 August 2007 17:27Also yay for mix->lvl, but I can also imagine people will get pissed for stealing their map.
My words exactly.

Subject: Re: crap after generating vis
Posted by Canadacdn on Fri, 31 Aug 2007 06:28:30 GMT
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Yrr wrote on Tue, 28 August 2007 13:40There's no need to put work into making a C&C_City_Flying LevelEdit file - I am working on a .mix to .lvl converter

No. No. No. No. No. No. NO.

Subject: Re: crap after generating vis
Posted by IronWarrior on Fri, 31 Aug 2007 06:37:53 GMT
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I don't really understand why people don't like an .mix to .lvl converter, it's for server side modding, it's not that you can call the map "yours", just the modding part.

Subject: Re: crap after generating vis
Posted by Ryu on Fri, 31 Aug 2007 08:19:01 GMT
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I'm pretty sure there will be away to stop people 'stealing' your map with Yrr's tool, For instance, You place a certain object on your map, When Yrr's tool is remaking the .lvl, It notices the object on the map and aborts.

the same method is used for Counter-Strike Source and Half-Life 2: Death Match, The .bmp to .vmf converter will abort when a certain entity is placed on the map, And from what Iv'e been told, It's pretty hard to bypass. (To your local map-stealing idiot, Anyway.)

Subject: Re: crap after generating vis
Posted by IronWarrior on Fri, 31 Aug 2007 09:54:59 GMT
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Ryu wrote on Fri, 31 August 2007 03:19I'm pretty sure there will be away to stop people 'stealing' your map with Yrr's tool, For instance, You place a certain object on your map, When Yrr's tool is remaking the .lvl, It notices the object on the map and aborts.

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Everything you add to a map, is in the .mix file, which anyone can open using xcc mixer...

Subject: Re: crap after generating vis
Posted by Yrr on Fri, 31 Aug 2007 10:12:23 GMT
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Ryu wrote on Fri, 31 August 2007 10:19I'm pretty sure there will be away to stop people 'stealing' your map with Yrr's tool, For instance, You place a certain object on your map, When Yrr's tool is remaking the .lvl, It notices the object on the map and aborts.

That's something I thought about, too, but it wouldn't solve the problem with maps that already exist.

I don't see a problem in getting .lvl files for other people's maps. Even without the .lvl file you can argue that a map is your own (e.g. if the original map maker lost it).
Additionaly, there are things which cannot be rebuild from the final map.
The .lsd file (terrain) can already be renamed to a .lvl file to open it, so it would anyway affect dynamic objects only, which could be placed by hand.

Re-editing maps will become more interesting when there is an anutomatic map-downloader

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Subject: Re: crap after generating vis
Posted by Ryu on Fri, 31 Aug 2007 11:57:12 GMT
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Well, to be honest, Reborn made a tutorial on 'Map hacking' what anyone can do, Only problem is, You need to re-add everything yourself, Yrr's tool would only be doing the same thing, Only, Shaving off the time adding all the way paths, etc.

You're all saying it's a bad idea even though Reborns tutorial explains how to do it anyway. :/

I'm still confused, Map stealing.. Whats the point in coverting a .mix to .lvl, then making the .Mix again, only to release to the public? When you could just always make a new readme.txt included with the map? *sigh*

I'm pretty sure Yrr will add some sort of protection, And possibly add some more protection so people can't open it via XCC, It might be hard but not totally impossible. (Well it could be impossible, but whatever.)

And you're always going to find map stealing pricks (And finding them really isn't that hard), And

knowing this cute little community, They will get there ass flamed off this game, So whats the downside to this tool? I'd use it for educational purposes, Iv'e always wondered how certain things are done that ain't explained on renhelp.net.

Subject: Re: crap after generating vis
Posted by Jerad2142 on Sat, 01 Sep 2007 00:07:17 GMT
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IronWarrior wrote on Fri, 31 August 2007 03:54Ryu wrote on Fri, 31 August 2007 03:19I'm pretty sure there will be away to stop people 'stealing' your map with Yrr's tool, For instance, You place a certain object on your map, When Yrr's tool is remaking the .lvl, It notices the object on the map and aborts.

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Everything you add to a map, is in the .mix file, which anyone can open using xcc mixer...

But copying scripted objects and having there scripts set up exactly the same is nearly impossible.