
Subject: Mapper needed!

Posted by [Goztow](#) on Thu, 18 Sep 2008 07:05:54 GMT

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TT agreed to include a fixed version of Glacier flying in the patch but they don't have a mapper on-board, so it would need to be a community provided fix. Read about that: [here](#).

I'm unfortunately nor modder, nor mapper but if I understood it correctly this is what needs to be done:

- * use levelRedit to get the lvl file for GlacierTS, which doesn't have much of the problems Glacier Flying has
- * add flying to GlacierTS
- * check if the other known bugs such as mines falling through the ground (as well as repair beam), FPS problems and VIS problems also occur on this map
- * fix those bugs
- * test the map thoroughly

OK, easier said than done but I know we got the talent in this community to do this. So, who's willing to spend some time on this project?

Subject: Re: Mapper needed!

Posted by [cAmpa](#) on Thu, 18 Sep 2008 14:00:56 GMT

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A good plan, but:

<http://campa.ren-com.de/ScreenShot12.png>

I don't think that bugs like this are possible to fix in LE.

Subject: Re: Mapper needed!

Posted by [Jerad2142](#) on Thu, 18 Sep 2008 14:56:52 GMT

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I would, but I need more pointers on what I'm looking to fix before I get started, especially if its going to be fixing any balance related issues.

Subject: Re: Mapper needed!

Posted by [Jerad2142](#) on Thu, 18 Sep 2008 14:58:07 GMT

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double post...

Subject: Re: Mapper needed!

Posted by [GEORGE ZIMMER](#) on Thu, 18 Sep 2008 15:12:36 GMT

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cAmpa wrote on Thu, 18 September 2008 08:00A good plan, but:

<http://campa.ren-com.de/ScreenShot12.png>

I don't think that bugs like this are possible to fix in LE.
VIS error is what that looks like...

Subject: Re: Mapper needed!

Posted by [Jerad2142](#) on Thu, 18 Sep 2008 15:16:46 GMT

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Cabal8616 wrote on Thu, 18 September 2008 09:12cAmpa wrote on Thu, 18 September 2008 08:00A good plan, but:

<http://campa.ren-com.de/ScreenShot12.png>

I don't think that bugs like this are possible to fix in LE.
VIS error is what that looks like...

Yeah it is, it would be easily fixed, but yrr's level reedit doesn't import vis stuff, so when I regenerated it I might actually make more vis issues than there were in the first place. It almost might be safer just to leave the level with no vis, unless people think its really necessary?

Subject: Re: Mapper needed!

Posted by [Goztow](#) on Thu, 18 Sep 2008 15:19:22 GMT

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I think there are no obvious balance issues, it's a very open map.

Subject: Re: Mapper needed!

Posted by [Jerad2142](#) on Thu, 18 Sep 2008 15:21:33 GMT

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Goztow wrote on Thu, 18 September 2008 09:19I think there are no obvious balance issues, it's a very open map.

Now as I understand it, you guys are getting the repair beam issue fixed, now do you know if the mines are appearing in the center of the map because they are falling through the map, or if its caused because of some glitch with the repair pad beams themselves. Or perhaps thats where mines always appear on any maps when ever they seem to just magically disappear?

Subject: Re: Mapper needed!

Posted by [DL60](#) on Fri, 19 Sep 2008 07:21:59 GMT

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I would help with fixing VIS glitches after VIS re-generation Jerad.

If you need help with that - send me PM.

Subject: Re: Mapper needed!

Posted by [danpaul88](#) on Fri, 19 Sep 2008 07:57:21 GMT

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Goztow wrote on Thu, 18 September 2008 08:05TT agreed to include a fixed version of Glacier flying in the patch but they don't have a mapper on-board

Depends on your definition of mapper, I do all the LE based mapping work for AR... actual modelling and such I can't do though.

As for leaving it with no VIS... I don't think that's a good idea, it's a big map to be rendering the whole thing all the time... VIS errors can be fixed by creating manual VIS sample points, there's a tutorial on it somewhere.

Subject: Re: Mapper needed!

Posted by [Jerad2142](#) on Fri, 19 Sep 2008 13:42:38 GMT

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danpaul88 wrote on Fri, 19 September 2008 01:57Goztow wrote on Thu, 18 September 2008 08:05TT agreed to include a fixed version of Glacier flying in the patch but they don't have a mapper on-board

Depends on your definition of mapper, I do all the LE based mapping work for AR... actual modelling and such I can't do though.

As for leaving it with no VIS... I don't think that's a good idea, it's a big map to be rendering the whole thing all the time... VIS errors can be fixed by creating manual VIS sample points, there's a tutorial on it somewhere.

Oh yeah I know, its just boring as f*** to do, as I have had to put hundreds, sometimes even thousands of vis points on a map. The vis errors are also often really hard to find.

Subject: Re: Mapper needed!
Posted by [Gen_Blacky](#) on Fri, 19 Sep 2008 14:32:36 GMT
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it would be easier to start the map from scratch you would just have to readd all the pts and spawners and waypaths and evrything else.

Subject: Re: Mapper needed!
Posted by [Jerad2142](#) on Fri, 19 Sep 2008 16:08:32 GMT
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Gen_Blacky wrote on Fri, 19 September 2008 08:32it would be easier to start the map from scratch you would just have to readd all the pts and spawners and waypaths and evrything else. light nodes, harvester zones, spawners, beacon zones, beacon pedestals, purchase objects, set the sky and other environment settings, make sure that the harvesters harvesting time is about the same for both teams, and finally, replace any other objects that are not automatically placed onto the map.

Yeah, that definitely is easier then just using level reedit and making adjustments to anything thats not working correctly...

Subject: Re: Mapper needed!
Posted by [DL60](#) on Fri, 19 Sep 2008 18:08:51 GMT
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Quote:make sure that the harvesters harvesting time is about the same for both teams

Thats defintly the hardest and the most timeconsuming part (except VIS glitch fixing) of LE-Work.

Subject: Re: Mapper needed!
Posted by [Gen_Blacky](#) on Fri, 19 Sep 2008 21:39:25 GMT
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Jerad Gray wrote on Fri, 19 September 2008 11:08Gen_Blacky wrote on Fri, 19 September 2008 08:32it would be easier to start the map from scratch you would just have to readd all the pts and spawners and waypaths and evrything else.

light nodes, harvester zones, spawners, beacon zones, beacon pedestals, purchase objects, set the sky and other environment settings, make sure that the harvesters harvesting time is about the same for both teams, and finally, replace any other objects that are not automatically placed onto the map.

Yeah, that definitely is easier then just using level reedit and making adjustments to anything thats not working correctly...

it is to me level redit always fucks up stuff and this is the popper way to do it.

Subject: Re: Mapper needed!

Posted by [IronWarrior](#) on Fri, 26 Sep 2008 13:45:35 GMT

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Old topic, but if anyone is trying this, I did make a .lvl file for Glacier_Flying you can find it at Game-Maps.NET > Renegade > Modding > LVL files I think.

Subject: Re: Mapper needed!

Posted by [EA-DamageEverything](#) on Sat, 04 Oct 2008 01:32:27 GMT

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I have the source of Glacier_flying on my external HDD as a LE project. AFAIR it's the version ACK released a while ago.

So before anyone even ask for it, here it is=

http://www.przeslij.net/download.php?file=Glacier_Flying_Source.zip
