Subject: Server-side map fixes pack WIP
Posted by iRANian on Mon, 08 Aug 2011 20:56:37 GMT
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I've begun working on making a server-side map fixes pack to remedy the map issues that Core Patch 2 didn't touch. I finished doing Walls_Flying and I also finished an initial version of an SSGM plugin that adds the following needed scripts that I made and use for this pack to the FDS, these scripts are:

Iran_Beaconing_Prevention_Zone
Iran_Star_Kill_Zone
Iran_All_Vehicle_Kill_Zone
Iran_All_Kill_Zone
Iran_Ground_Vehicle_Kill_Zone
Iran_Flying_Vehicle_Kill_Zone

It has the following fixes for Walls_Flying, I'll add more later on if they are found:

-Kill zones for ground vehicles on both sides' walls, and a big ass one on top of the mesa.
-Beaconing prevention zone on top of both teams' Refineries.

I'm not touching the Orca/Apache exit positions exploits as they're fixed on the TT test server.

Once SSGM 4.0 is released I'll add a method to prevent B2B'ers from damaging buildings on all maps, including the GDI B2B spot on this map.

I've attached the download for the SSGM plugin and the fixed Walls_Flying file, place the 'C&C_Walls_Flying.ldd' file inside your FDS' Data folder.

I'll need to have a list of non-graphical map bugs that need fixing so your input is appreciated.

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File Attachments
1) Iran Server-side Map Fixes WIP v0.1.zip, downloaded 182
times
```

Subject: Re: Server-side map fixes pack WIP
Posted by iRANian on Tue, 09 Aug 2011 18:43:43 GMT
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Finished version 0.2, it contains the following fixes for City_Flying:

-Added spawn points to the Barracks (by Zunnie)
-Fixed a misplaced PT inside the AGT
-Added beaconing prevention zones on top of both teams' Refineries.

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File Attachments
1) Iran Server-side Map Fixes WIP v0.2.zip, downloaded 177
```

times

Subject: Re: Server-side map fixes pack WIP
Posted by iRANian on Wed, 10 Aug 2011 17:52:01 GMT
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I'm done with version 0.3, it includes fixes for Canyon, Field and Under. I'm not including Under because I'm having some issues with the Airstrip waypoints, I will do so in the future.

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File Attachments
1) Iran Server-side Map Fixes WIP v0.3.zip, downloaded 180
times
```

Subject: Re: Server-side map fixes pack WIP
Posted by crazfulla on Sun, 14 Aug 2011 01:24:33 GMT
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Great work, I hope servers like Jelly start using these fixes.

I posted in your other thread about the waypoints.

Subject: Re: Server-side map fixes pack WIP
Posted by iRANian on Sun, 14 Aug 2011 01:41:06 GMT
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Thanks, I took a small break from this s I haven't been feeling well yesterday and today and couldn't sleep. I've got about half of the maps done and I'm gonna start making special versions of them to comply with certain servers' map rules once I'm finished with all the stock maps, once TT patch is out I'll do some popular fan maps plus I'll take a look at a method to make B2B inside a special script zone do no damage. I'll probably also add an option then to have it take 2 more seconds after the Harvester has been reinforced as Nod before you can buy a new vehicle, this is to prevent a map bug where sometimes the Harvester gets killed by the Airstrip death zone.