
Subject: Cheaper units on the stock maps
Posted by [Spoony](#) **on** Sat, 07 Jan 2012 18:59:35 GMT
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I'd like to be able to tweak the costs of some of the Renegade units, but this only needs doing on the stock maps. Would it be feasible to make copies of the stock maps which are otherwise identical to the originals but with a few unit prices tweaked?

Subject: Re: Cheaper units on the stock maps
Posted by [iRANian](#) **on** Sun, 08 Jan 2012 03:03:55 GMT
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Yes, it's also possible to change the ammo on all units to infinite in a way that works with 4.0, and all the core settings of objects in the game can be modified. New objects (vehicles/soldiers/weapons/sounds/models/textures) can be added too.

Subject: Re: Cheaper units on the stock maps
Posted by [Spoony](#) **on** Sun, 08 Jan 2012 03:40:07 GMT
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We've got the infinite infantry ammo working, thanks to your plugin.

What would be the best way to alter the unit costs?

Subject: Re: Cheaper units on the stock maps
Posted by [iRANian](#) **on** Sun, 08 Jan 2012 04:02:09 GMT
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The infinite ammo plugin itself works correctly, but when loaded on a scripts 4.0 beta 3 server, it won't work. To confirm, buy a shotgunner and check your ammo, it should be finite.

Changing cost is really simple to do, but after doing that you need to compile a new map which is a bit more complicated and could have some issues. I highly suggest finding someone with basic Renegade mapping (or just LevelEdit) skills to do it. But if you want to have someone without any experiences to Renegade mapping do it:

1. Download the Renegade .lvl files from game-maps.net or another mirror.
2. Open the map's .lvl file.
3. Create a new project in the box that pop ups if needed.

<http://i.imgur.com/QIQCR.png>

4. Check the above screenshot. On the right-side of the LevelEdit GUI, you need to edit 'Character Classes', 'Vehicles', 'Equipment' for both teams, listed under the 'Purchase Settings' folder.
5. Left click on the setting you want to edit and press the 'Temp' button with the green + sign on it.
6. In the box that pops up, set 'Name:' to the same name as what you're editing and open the 'Settings' tab.
7. Edit the costs for all the settings you like.
8. Repeat until your done.
9. Click on File -> Save Presets...
10. Click on File -> Export .Mix and type in a name for the map.

There's four main problems that may occur:

1. Game will crash during loading / No terrain is loaded.
2. Harvesters won't do anything and vehicles don't follow the waypath off the Strip and you will lag thru doors.
3. The FPS is a lot lower than the stock map you're modding (when vsync is turned off).
4. Shadows are incorrect.

All these problems are easy to resolve but they don't always appear, it's best to test out without using the methods to resolve them before testing the map and applying them IF they appear during testing.

After you've done that, save the level, it should create a .ddb (NOT objects.ddb) file in the folder you saved to with the same name as the map, it contains the cost changes and it's easy to apply to other maps without having to manually edit the cost settings for every map. To apply the change to other maps, simply open the .lvl file for the other map, save the level and close LevelEdit, then rename that .ddb file to <map_name>.ddb and place it in the same folder you've saved to. Then open LevelEdit again and it should have applied the cost changes automatically (you should check this anyway), then convert that map to .Mix again and do it for every map.

Also, the modded map will share the same terrain filename with the non-modded map, this could possible clash with the anti-cheat. To check that enable the anti-cheat on a 4.0 server, and load the non-modded version of the map, it should load correctly, then load the modded version of the map, if no anti-cheat admin messages are given after loading the modded version of the map there's no issue with the anti-cheat.

Subject: Re: Cheaper units on the stock maps
Posted by [Spoony](#) on Sun, 08 Jan 2012 04:16:45 GMT
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about your ammo plugin, just refill after buying the character = ammo goes infinite. it's fine as long as you remember to do that.

Subject: Re: Cheaper units on the stock maps
Posted by [iRANian](#) on Sun, 08 Jan 2012 04:29:25 GMT
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I can make a modified version of that plugin that automatically refills a player if they successfully purchased something. There's still the issue with ammo being royally screwed up for non-4.0 players but as you won't be supporting them that doesn't matter.

Scripts 4.0 has a feature to take remote screenshots of players with a simple console command and have them be uploaded to a website, will clanwars be using that? (Taking screenshots can be easily automated with an SSGM plugin, e.g. screenshots per interval or when a player types a command, with some rudimentary PHP scripting the screenshots can be datestamped on a site).

To work around the loading time issue, a plugin can be written that requires every player to type in something like "!ready" at the start of every match, after that's done it would kill the harvesters, kill all players and resetting the whole match (death count, score, game timer, credits etc).

Subject: Re: Cheaper units on the stock maps
Posted by [Spoony](#) on Sun, 08 Jan 2012 05:09:37 GMT
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iRANian wrote on Sat, 07 January 2012 21:29 I can make a modified version of that plugin that automatically refills a player if they successfully purchased something. There's still the issue with ammo being royally screwed up for non-4.0 players but as you won't be supporting them that doesn't matter.

yeah, that would be great.

Quote:Scripts 4.0 has a feature to take remote screenshots of players with a simple console command and have them be uploaded to a website, will clanwars be using that? (Taking screenshots can be easily automated with an SSGM plugin, e.g. screenshots per interval or when a player types a command, with some rudimentary PHP scripting the screenshots can be datestamped on a site).

yes, actually that'd be enormously useful for clanwars.

Quote:To work around the loading time issue, a plugin can be written that requires every player to type in something like "!ready" at the start of every match, after that's done it would kill the harvesters, kill all players and resetting the whole match (death count, score, game timer, credits etc).

yeah, but that would require the enemy to do it too, and i'm not sure everyone can be counted

upon to do that

how about the following instead:

when you join the server you can (if you want to) type "!wait" which puts you on the wait list. you stay on the wait list until you leave the server. and at the beginning of each map, gameplay (including harvs) is frozen until all players on the wait list have loaded.

the other option is simply to freeze gameplay for 30 seconds at the start of each map. (preferably with the server playing Trololo)

Subject: Re: Cheaper units on the stock maps

Posted by [iRANian](#) on Sun, 08 Jan 2012 15:01:23 GMT

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All the big Counter-Strike (Source) league use the method of everyone having to type that they're ready (and then resetting the match), I could make it freeze all players until everyone types !ready. The problem with !wait is that checking if everyone is loaded can be inaccurate so the game might start when not everyone is loaded, there are also times where the FDS doesn't properly detect if a player is loaded or not (e.g. the bug where in game when you press the 'J' key the unit name of a player is blank).

Freezing gameplay can also be done at the start of the map by freezing all players, then after the 30 seconds are up resetting the game like would have been done with the !ready stuff. But if a player for some reason isn't ready to play the match yet he'll be unlucky.

Subject: Re: Cheaper units on the stock maps

Posted by [Spoony](#) on Sun, 08 Jan 2012 16:04:01 GMT

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iRANian wrote on Sun, 08 January 2012 08:01 I could make it freeze all players until everyone types !ready.

Yeah, that's a much better idea. I reckon we should do that. It'll freeze the harvesters too, I hope?

Can we also have a maximum freeze-time - let's say 2 minutes? after which gameplay begins regardless.

Subject: Re: Cheaper units on the stock maps

Posted by [iRANian](#) on Sun, 08 Jan 2012 16:13:52 GMT

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Freezing the Harvester is possible too, but I'd rather have them be destroyed when the match gets reset, so it would emulate the start of a match (credits always get reset so there's no issue with that).

Okay, lemme get that working.

Here's a modified version of the infinite ammo plugin, I couldn't get the infinite ammo to work with the scripts.dll API commands to refill a player, but I was able to make it work by setting the ammo count of the weapon the player is holding to infinite manually 100 milliseconds after he purchased something, with checks to prevent C4 and beacons from getting infinite ammo.

File Attachments

1) [SSGM 4.0 Infinite Ammo Plugin-Set Bullets v1.0.zip](#),
downloaded 201 times

Subject: Re: Cheaper units on the stock maps

Posted by [Spoony](#) on Sun, 08 Jan 2012 16:41:58 GMT

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re: harvs being blown up, yeah that would be fine.

thanks for all this.

Subject: Re: Cheaper units on the stock maps

Posted by [sla.ro\(master\)](#) on Sun, 08 Jan 2012 17:44:44 GMT

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warm up is better then !ready, nobody will type !ready, because tbh.. i bet many new ren players don't even know how to use chat

Warm up is used in many FPS games like Unreal, Quake, Day Of Defeat and other.

block any type of damage till game will start and kill all players/all/reset like a new game start and enable damage when warm up is off. should be simple, i will script this on my Lua bot to see

Subject: Re: Cheaper units on the stock maps

Posted by [Spoony](#) on Sun, 08 Jan 2012 17:55:36 GMT

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i think the !ready idea is best. it's just a question of holding gameplay off (including the harvesters) until all players have loaded.

does anyone fancy doing the altered costs for me?

Subject: Re: Cheaper units on the stock maps

Posted by [iRANian](#) on Sun, 08 Jan 2012 20:11:33 GMT

What cost changes do you want and on what maps?

For the remote screenshot plugin, what do you want it to do? I'm gonna guess upload remote screenshots of all players every X seconds and when a player types a specific command? Note that I can't test this plugin (although it's really straightforward to write) because I don't own a web server.

Here's the match resetting plugin, it will automatically reset the match after 120 second have expired and it will announce the time remaining until the automatic resetting. After every player has typed !ready it will reset the match, if it happens before the auto-reset. Players can't move until the match has reset. Once the match is reset every player and harvester will get killed, and every player's deaths/kills/score/credits will be set to zero. The map timer will also reset.

I'm looking for a more descriptive name than "Match Reset Plugin". Any suggestions? Tell me if you want to have anything changed.

File Attachments

1) [SSGM 4.0 Reset Match Plugin v1.0.zip](#), downloaded 187 times

Subject: Re: Cheaper units on the stock maps

Posted by [Spoony](#) on Sun, 08 Jan 2012 20:32:39 GMT

iRANian wrote on Sun, 08 January 2012 13:11 What cost changes do you want and on what maps?

maps that will be used in clanwars:

Field, City Flying, Walls Flying, Islands, Canyon, Complex, Volcano, Mesa, Under, Walls.

essentially all the stock maps except cityground, hourglass, and glacierfly.

prices (same for all maps)

GDI/Nod Officer: 50

Tib Sydney: 50

Rocket Officer: 150

Patch: 200

Laser Chaingunner: 250

Deadeye/Black Hand sniper: 400

Mobius/Mendoza: 600

Raveshaw/PIC: 800

Havoc/Sakura: 800

unchanged: gunner, chem warrior, sbh, hotwire/tech.

Quote: For the remote screenshot plugin, what do you want it to do? I'm gonna guess upload remote screenshots of all players every X seconds and when a player types a specific

command?

well... is an upload likely to have any detrimental effect on the subject player's FPS or ping? i guess we can test that.

i'm just finding out how much space i've got for screenshots at clanwars.

Quote:Here's the match resetting plugin, it will automatically reset the match after 120 second have expired and it will announce the time remaining until the automatic resetting. After every player has typed !ready it will reset the match, if it happens before the auto-reset. Players can't move until the map has reset. Once the map is reset every player and harvester will get killed, and every player's deaths/kills/score/credits will be set to zero. The map timer will also reset.

I'm looking for a more descriptive name than "Match Reset Plugin". Any suggestions? Tell me if you want to have anything changed.

that's great, thanks. as for the name... "Starter Pistol plugin"?

Subject: Re: Cheaper units on the stock maps

Posted by [iRANian](#) on Sun, 08 Jan 2012 20:51:39 GMT

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I quickly tested the remote screenshot functionality with ExEric months ago and I didn't notice anything when the screenshots were being taken, I suggest doing a funwar (lobby war?) to test all the plugins and mod maps.

Subject: Re: Cheaper units on the stock maps

Posted by [sla.ro\(master\)](#) on Sun, 08 Jan 2012 21:27:16 GMT

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i hope those changes price changes won't be forced on TT like that negative points on neutral.

screenshot thing makes lag like hell when upload bandwidth is small

Subject: Re: Cheaper units on the stock maps

Posted by [iRANian](#) on Sun, 08 Jan 2012 22:11:29 GMT

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Here's the remote screenshot plugin. You can configure the interval at which remote screenshots are made (default every 60 seconds). If a player types !ss remote screenshots are made for every player. Installation instructions are inside the ZIP file.

File Attachments

1) [SSGM 4.0 Remote Screenshot Plugin v1.0.zip](#), downloaded 208 times

Subject: Re: Cheaper units on the stock maps
Posted by [bmruze](#) on Sun, 08 Jan 2012 22:15:16 GMT
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In theory, can't you make a simple script that checks on the character you are purchasing and gives you a refund of (x) credits after that purchase is made? It would probably be easier than trying to reduce the cost of the characters in some other fashion.

If I had my computer in working order I'd whip it up for you but I'm afraid someone else will have to handle that.

Subject: Re: Cheaper units on the stock maps
Posted by [Spoony](#) on Sun, 08 Jan 2012 22:22:53 GMT
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thanks again.

bmruze wrote on Sun, 08 January 2012 15:15In theory, can't you make a simple script that checks on the character you are purchasing and gives you a refund of (x) credits after that purchase is made? It would probably be easier than trying to reduce the cost of the characters in some other fashion.

presumably, that would still mean you couldn't buy the unit until you had enough money for its default cost.

Subject: Re: Cheaper units on the stock maps
Posted by [iRANian](#) on Sun, 08 Jan 2012 22:58:48 GMT
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Spoony wrote on Sun, 08 January 2012 15:22thanks again.

bmruze wrote on Sun, 08 January 2012 15:15In theory, can't you make a simple script that checks on the character you are purchasing and gives you a refund of (x) credits after that purchase is made? It would probably be easier than trying to reduce the cost of the characters in some other fashion.

presumably, that would still mean you couldn't buy the unit until you had enough money for its default cost.

Yeah, indeed.

Here are the price changed maps. I haven't tested all of them.

<http://dl.dropbox.com/u/21865790/clanwars%20modded%20maps%20cost%20changes.zip>

Subject: Re: Cheaper units on the stock maps
Posted by [Spoony](#) on Tue, 10 Jan 2012 14:17:12 GMT
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ok, just tested all this in the CWservers:

- !ready command

works perfectly. in fact it works better than i hoped it would, lovely stuff

- unit costs

work perfectly (and again, better than i thought it would, because the PT screens have changed too, showing the correct prices at the time). however, mobius/mendoza costs 800; i'd like them to cost 600 please.

- infinite infantry ammo update

works perfectly for most units (i.e. they start with /999 ammo) except the following:

both rocket officers

gunner

both snipers

both ramjets

PIC/raveshaw

the above units start with their default limited ammo. of course, they can simply refill after purchase, but it would be nice if they didn't have to.

Subject: Re: Cheaper units on the stock maps

Posted by [iRANian](#) on Tue, 10 Jan 2012 14:31:41 GMT

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Oh, the 800 cost on Mendoza/Mobius was a misread, I also was thinking why'd you want them at 800 when they're worse than jets/pics. I'll fix that.

For the !ready command stuff, if you buy another character before the match get reset it prevents you from moving, that's what it's supposed to do instead of the laggy sliding back to your spawn position when you initially spawn. Dunno if you care about that but I might be able to do some stuff to prevent players from moving that way instead of the laggish sliding.

I found out why the infinite ammo doesn't work on them, I'll fix that.

Subject: Re: Cheaper units on the stock maps

Posted by [Spoony](#) on Tue, 10 Jan 2012 14:34:10 GMT

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thanks again.

iRANian wrote on Tue, 10 January 2012 07:31For the !ready command stuff, if you buy another character before the match get reset it prevents you from moving, that's what it's supposed to do instead of the laggy sliding back to your spawn position when you initially spawn. Dunno if you care about that but I might be able to do some stuff to prevent players from moving that way instead of the laggish sliding.

Doesn't matter tbh

Subject: Re: Cheaper units on the stock maps
Posted by [iRANian](#) on Tue, 10 Jan 2012 15:34:59 GMT
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Here are the fixed maps.

<http://dl.dropbox.com/u/21865790/clanwars%20modded%20maps%20cost%20changes%20v1.1.zip>

Did you get a chance to try out the remote screenshot plugin?

Subject: Re: Cheaper units on the stock maps
Posted by [Spoony](#) on Tue, 10 Jan 2012 15:42:17 GMT
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i need to arrange a place for the screenshots to be sent first.

Subject: Re: Cheaper units on the stock maps
Posted by [iRANian](#) on Tue, 10 Jan 2012 15:45:51 GMT
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Here's the fixed infinite ammo plugin, I tested it with the Gunner and it also makes sure C4/beacons don't get infinite ammo.

Both CW.cc servers are running an older version of my GameSpy support plugin that don't support passworded servers, Caveman needs to upgrade to the latest version. As a result of that the server show up as non-passworded on GameSpy.

File Attachments

1) [SSGM 4.0 Infinite Ammo Plugin-Set Bullets v1.1.zip](#),
downloaded 147 times

Subject: Re: Cheaper units on the stock maps
Posted by [Caveman](#) on Tue, 10 Jan 2012 17:11:47 GMT
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I knew I forgot something this morning.. I will update it now.

Subject: Re: Cheaper units on the stock maps
Posted by [iRANian](#) on Tue, 10 Jan 2012 17:32:03 GMT
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Yeah working now, but only cw.cc server 1 is listed on GSA, they're both on WOL (not sure if you're aware of that).

Subject: Re: Cheaper units on the stock maps
Posted by [Spoony](#) on Wed, 11 Jan 2012 23:05:33 GMT
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we did a series of cws just now (first proper gameplay test besides the odd mucking about) - noticed three issues

1. the !ready command worked fine the first map we did it. for subsequent maps, it basically certified itself as !ready even though we hadn't all typed the command yet
2. on cityfly, harvesters didn't work - they just stopped dead after being produced
3. on wallsfly, we got horrible visual errors - could see through the mountain walls, but not see each other or the harvester

Subject: Re: Cheaper units on the stock maps
Posted by [iRANian](#) on Wed, 11 Jan 2012 23:35:34 GMT
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2. and 3. are easy to fix. They're one of the dumb issues I discussed in my first reply in this topic. Walls ground isn't affected by the vis bug from the looks of it, while walls fly is.

For the !ready command, could you give me the player count, and whether everyone was loaded? How many subsequent maps were there? Did any green messages show up when someone used chat on those subsequent maps where !ready is bugged? Did it show any of the messages about the game automatically starting in X seconds?

Subject: Re: Cheaper units on the stock maps
Posted by [Spoony](#) on Wed, 11 Jan 2012 23:53:51 GMT
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player count: 2v2

i think i was the slowest load, and it seemed like the 10-second count started round about the time i finished loading, or maybe just before. but it also said "gameplay starts in 120/90 seconds etc" at the same time it was counting down from 10.

how many maps: first map was field, !ready worked fine then.
volcano, cityfly, complex, wallsfly, and canyon were bugged. but we skipped cityfly and wallsfly anyway cos of the other issues

Subject: Re: Cheaper units on the stock maps
Posted by [iRANian](#) on Thu, 12 Jan 2012 00:12:55 GMT
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Spoony wrote on Wed, 11 January 2012 16:53

i think i was the slowest load, and it seemed like the 10-second count started round about the time i finished loading, or maybe just before. but it also said "gameplay starts in 120/90 seconds etc" at the same time it was counting down from 10.

Did it do the 10 second countdown immediately after the map was loaded or did the other players type !ready first? Did the exact same behavior happen on subsequent maps?

I just rechecked the code and every time a new map is loaded I set a switch that's used to check whether the match has been reset to false and I clear the list of people who typed !ready like it's supposed to. My suspicion is that it ignores players who haven't loaded yet (because of how shitty the engine is), I have another method to check if all players typed !ready that should always work, if it is indeed an error with this.

Subject: Re: Cheaper units on the stock maps
Posted by [iRANian](#) on Thu, 12 Jan 2012 13:58:02 GMT
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Here are the fixes for Walls fly and City fly.

<http://dl.dropbox.com/u/21865790/clanwars%20modded%20maps%20cost%20changes%20v2.0.zip>

Subject: Re: Cheaper units on the stock maps
Posted by [Spoony](#) on Thu, 12 Jan 2012 14:30:41 GMT
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thx

apparently the other players - who had faster loadtimes than me - all typed !ready before i loaded. i guess, then, that we could workaround the issue by nobody typing !ready until everyone else is loaded.

Subject: Re: Cheaper units on the stock maps
Posted by [iRANian](#) on Thu, 12 Jan 2012 14:44:40 GMT
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That should work. I'll use another method internally to check whether all the players typed !ready, that should fix the issue.

Subject: Re: Cheaper units on the stock maps
Posted by [Spoony](#) on Thu, 12 Jan 2012 22:30:33 GMT
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cityfly harvesters are fixed, but for some reason i get unplayably low fps (just on that map)

wallsfly visual error doesn't seem to be fixed. the central mesa and a lot of the rocks - plus the harvesters and other players - are invisible to me until i shoot something like the enemy harvester, then everything becomes visible again. odd

but the solution to the !ready issue does work; people just need to wait for all players to load before anyone types !ready.

also, the automatic reset that should happen after 120 seconds doesn't seem to happen; i.e. if you don't do the manual !ready and just let the 2 minutes run out, nothing happens.

Subject: Re: Cheaper units on the stock maps
Posted by [iRANian](#) on Thu, 12 Jan 2012 22:41:59 GMT
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Could you make a screenshot of the graphical glitches on walls fly? I was able to reproduce it and I fixed a big one in the middle.

Gonna fix City flying in a bit, the VIS system needs to be recalculated which takes ages (and the level editor never states if it's needed or not).

Subject: Re: Cheaper units on the stock maps
Posted by [iRANian](#) on Thu, 12 Jan 2012 23:09:03 GMT
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Tell me if this version fixes the lag issue on city_fly:

http://dl.dropbox.com/u/21865790/C%26C_CW_City_Flying.mix

I'll take a look at the 'Reset Match' plugin first thing tomorrow after getting home.

Subject: Re: Cheaper units on the stock maps
Posted by [Spoony](#) on Thu, 12 Jan 2012 23:56:45 GMT
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wallsfly

this was after switching to the second version of wallsfly.

File Attachments

1) [wallsfly2.jpg](#), downloaded 519 times



Subject: Re: Cheaper units on the stock maps
Posted by [iRANian](#) on Fri, 13 Jan 2012 07:16:54 GMT
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Try this walls fly file:

http://dl.dropbox.com/u/21865790/C%26C_CW_Walls_Flying.mix

Subject: Re: Cheaper units on the stock maps
Posted by [Spoony](#) on Fri, 13 Jan 2012 11:21:38 GMT

k:

wallsfly seems to be entirely fixed, thx

cityfly fps seems to have improved, but the harvs not moving is back again. (same problem in the 1st copy of cityfly that was fixed in the 2nd)
and another problem has surfaced: the obelisk fires double shots, for some reason :/ killed an APC in a single volley, by firing twice.

Subject: Re: Cheaper units on the stock maps

Posted by [Caveman](#) on Fri, 13 Jan 2012 11:25:27 GMT

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Dont forget super ob!

Subject: Re: Cheaper units on the stock maps

Posted by [Spoony](#) on Fri, 13 Jan 2012 11:32:30 GMT

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i cant believe i forgot that lol

Subject: Re: Cheaper units on the stock maps

Posted by [iRANian](#) on Fri, 13 Jan 2012 14:16:59 GMT

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Haha, I know what the issue with that is (and it randomly pops up, just like the issue you had with Walls fly, which I don't think is present on Walls). Yeah the level editor is pretty shit so you always need to check for those issues.

Did you check all the other maps btw? If you want to have changes to costs (or a lot of other possible things) in the future, these headaches with all the map issues won't be present as all the maps are properly prepared and it's just a matter of updating the <map_Name>.ddb inside the .mix file, luckily enough.

Here's a new version of City with the super Obelisk removed and the Harvesters fixed, I also redid the lightning with different settings as it appeared to be off badly (sadly I don't know what settings Westwood used for the lightning on their maps).

http://dl.dropbox.com/u/21865790/C%26C_CW_City_Flying.mix

Will check the 'Reset Match' plugin in a few hours.

Subject: Re: Cheaper units on the stock maps
Posted by [iRANian](#) on Fri, 13 Jan 2012 19:19:08 GMT
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You said earlier in this thread that: "also, the automatic reset that should happen after 120 seconds doesn't seem to happen; i.e. if you don't do the manual !ready and just let the 2 minutes run out, nothing happens."

I can't reproduce this either with 1 or 4 players, does this happen every time on the cw.cc server or randomly?

I've got a new version of the 'Reset Match' plugin, I use a different internal method to check if everyone typed !ready (when a person types !ready), it might fix the issue you were having.

Also, the plugin at the moment spams host messages, on IRC (later when a bot is running) this spam might be annoying, I could change the host message to a white coloured message (with the CMSG console command) that also plays a sound, there's no difference in-game but all the spam won't show up on IRC. Do you like me to add that?

File Attachments

1) [ResetMatch.dll](#), downloaded 154 times

Subject: Re: Cheaper units on the stock maps
Posted by [Spoony](#) on Sat, 14 Jan 2012 20:51:50 GMT
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k, that's fixed everything - cityfly is all fine now, and the !ready plugin fixes the earlier issue as well. thanks

Subject: Re: Cheaper units on the stock maps
Posted by [iRANian](#) on Tue, 24 Jan 2012 01:36:02 GMT
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Have there been any issues with the 'Reset Match'!/ready plugin or the maps? I'd like to create a release topic for the plugin, knowing it has been tested quite a bit, so it can also be a standard for lobby wars/comm wars games in general.

Subject: Re: Cheaper units on the stock maps
Posted by [Spoony](#) on Tue, 24 Jan 2012 01:42:33 GMT
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!ready plugin is all fine

one guy did have the visual issues on wallsfly again, i'm not sure if he has the most recent version of the map... but i guess if he had an earlier version it wouldn't even load?

i'll find out

Subject: Re: Cheaper units on the stock maps

Posted by [iRANian](#) on Tue, 24 Jan 2012 01:47:52 GMT

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Okay thanks.

Edit: The visual issues should be the same for everyone the way Renegade works so it's likely the case he downloaded an outdated version.
