
Subject: Map errors with 4.1

Posted by [Mauler](#) on Sun, 09 Feb 2014 03:35:40 GMT

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So as you may know UltraAOW runs custom maps in it's rotation and as of 4.0 everything was running fine, however now with 4.1 RC2 the server has apparently caught some issues..

First is the Nod cargo plane seems to be destroyable or has completely disappeared in the 4.1 update

Toggle Spoiler

Second, Seems like some custom maps have issues with pathfinding where there was none before in 4.0

Toggle Spoiler

Lastly LDD files seem to not properly load, As we required a custom LDD file for a fix to one of our maps, the modified LDD file was used to correct the position of the GDI weapons factory spawn point.. as the mammoth would spawn with it's main turret inside the WF doors.. we placed a LDD file into the server files and it fixed our issue and was fine with 4.0... something seems to have broken with 4.1 cause we are now having issues with that again..

Subject: Re: Map errors with 4.1

Posted by [Gen_Blacky](#) on Sun, 09 Feb 2014 08:03:29 GMT

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You should rebuild all your custom maps with the 4.1 mod tools.

Subject: Re: Map errors with 4.1

Posted by [jonwil](#) on Sun, 09 Feb 2014 11:21:46 GMT

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Rebuilding the maps is not necessary.

What I need is exact reproduction steps for the cargo plane issue and the pathfinding problem.

Subject: Re: Map errors with 4.1

Posted by [Mauler](#) on Sun, 09 Feb 2014 11:23:34 GMT

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Me and zunnie thought it might of been a issue with the loading of an external LDD file that caused the pathfinding info and carmarker to break and have the mammoth get stuck in the doors?

Subject: Re: Map errors with 4.1
Posted by [danpaul88](#) on Sun, 09 Feb 2014 11:29:53 GMT
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tsr pathfinding got broken on some maps when we updated to 4.1 too, I had to regen it in LE to stop harvesters crashing into walls after their first dump. Looks like the problem is more widespread...

Subject: Re: Map errors with 4.1
Posted by [jonwil](#) on Mon, 10 Feb 2014 10:53:05 GMT
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Nothing affecting pathfinding was changed in leveledit, therefore if rebuilding pathfinding with 4.1 somehow gives you a different result to what 4.0 did, that's unintentional (and may in fact indicate something we need to look into)

As for the .ldd issue, I just ran a test:

1. Put 4.1 on my test FDS
2. Extracted C&C_Field.ldd into my data folder.
3. Started my test FDS in the debugger (with C&C_Field as the loaded map)
4. Confirmed that it was loading C&C_Field.ldd from the data folder and not from C&C_Field.mix
5. Repeated the test using C&C_Aitest.mix (in case the stock maps somehow perform different to custom maps)
6. Confirmed that it was loading C&C_Aitest.ldd from the data folder and not from C&C_Aitest.mix

So as of right now I am unable to reproduce the issue. If someone who is able to reproduce the problem could contact me on IRC/IM so I can go through some debugging stuff, that would be great.

Subject: Re: Map errors with 4.1
Posted by [danpaul88](#) on Mon, 10 Feb 2014 11:24:49 GMT
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The problem as far as I can see it is this;

- Map pathfinding was generated in 4.0 and earlier
- Harvesters pathfinding worked perfectly
- Client updates to 4.1, map files unchanged
- Harvesters now crashing into walls all over the place on SOME maps, but not all. Sometimes

only one of the two harvesters would crash

- Regen pathfind with 4.1 LE, re-export map
- Harvesters working properly again

I suspect the waypaths are somehow becoming detached from the pathfind grid or otherwise failing to be detected by the harvester so it tries to "bee-line" its way to where it wants to be, which sends it crashing into a wall.

You can get a copy of the broken maps from TSR by editing the registry and setting the version number in HKLM/Software/Bluehell/TSRClient to 1.1.0.0. Run the launcher, right click on TSR and choose repair, it'll reinstall that version of TSR. Then launch TS_Crossroads and watch the Nod harvester after its first dump, it should crash into one of the destructable walls instead of going around the front of them.

Change the version number again to 1.0.5.5 and repair it again. This is the SAME map, but prior to 4.1. The pathfinding now works correctly.

Subject: Re: Map errors with 4.1
Posted by [jonwil](#) on Mon, 10 Feb 2014 12:04:44 GMT
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do you happen to know which reborn version was the first one with the "works in 4.1" map? I will probably do 2 things to investigate this, one being code regressiom testing to see what made it stop working in build 1.1.1.0 and the second being file comparisons of the lsd/ldd files between the "works in 4.1" msp and the broken one to see whats different between the two that would make it work

both things will help narrow down any bug(s) that exist in the pathfindiing code.

Subject: Re: Map errors with 4.1
Posted by [danpaul88](#) on Mon, 10 Feb 2014 13:50:30 GMT
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1.1.1.5 (the current public version) is the first "works in 4.1" version of that map as I recall, but I'm not sure it'll be much help since I actually redid the zones and whatnot on TS_Crossroads for a different reason at the same time I was fixing it.

I believe you can see the same problem on TS_Snow, with the Nod harvester getting stuck on the edge of the gate in the 1.1.0.0 version and working in 1.1.1.5 after only re-doing pathfind.

When I'm home from work I'll be able to grab the "broken" maps individually from the FTP server so you can just drop them on top of the current version and compare, so if you need me to do that give me a shout on Skype in about 5 hours or so, if you're still up, or leave me a task on Trello or something.

Subject: Re: Map errors with 4.1
Posted by [Xpert](#) on Mon, 10 Feb 2014 18:03:23 GMT
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We have users who use 4.1 on Jelly. The Cargo Plane issue apparently isn't server side.

One of our players said he sees the cargo plane for a split second then it disappears then reappears and disappears again.

Subject: Re: Map errors with 4.1
Posted by [jonwil](#) on Mon, 10 Feb 2014 23:27:20 GMT
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What I need are the scripts build number/version/details/build files from 1.0.5.5 (the last good version), the scripts build number/version/details/build files from 1.1.1.0 (the version that broke things), the broken TS_Snow map (from 1.0.5.5/1.1.1.0) and the working TS_Snow map (from 1.1.1.5)

Subject: Re: Map errors with 4.1
Posted by [jonwil](#) on Fri, 14 Feb 2014 05:31:15 GMT
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After checking with StealthEye, I can confirm that if you have a map in the TTFS (i.e. available to be downloaded to the client) then files in the TTFS (including .ldd files) will override any files local in the data folder. The solution (per what StealthEye said) is to update the TTFS package with a new map version containing the fixed ldd file.

Subject: Re: Map errors with 4.1
Posted by [zunnie](#) on Fri, 14 Feb 2014 14:51:42 GMT
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That effectively disables people from running serverside mods for maps specific. Or small fixes that were made to a map that would otherwise not be able to run properly. Maps for which people

don't have the source.

Subject: Re: Map errors with 4.1
Posted by [StealthEye](#) on Fri, 14 Feb 2014 18:30:56 GMT
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Just add another package to the game definition that overrides the desired files.

Alternatively, you can get the map's files by clearing your ttf's, downloading that specific map, and copying all files from ttf's to somewhere else. You'll just have to remove the map hashes for the map to be working again (and perhaps sometimes fix files that used to be in subdirs).

Subject: Re: Map errors with 4.1
Posted by [Jerad2142](#) on Fri, 14 Feb 2014 18:40:29 GMT
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I know you said the server now tries to block ID collision issues, what happens if one of these harvester waypaths had a waypoint ID that collided with an object on the level?

By the way, from my experience the harvester only uses pathfind to get to the start of the waypath, once following the waypath they'll follow it into walls or loop in circles if the user made the path to do so, so I doubt it is a pathfind issue unless the creator did something weird with the waypath (like starting it half a mile away from the warfactory/refinery).

Subject: Re: Map errors with 4.1
Posted by [zunnie](#) on Fri, 14 Feb 2014 18:43:47 GMT
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I'll have to rebuild the maps from scratch that we fixed then and save them under a different name and place them on the TTFS i guess. A lot of work but oh well.

Subject: Re: Map errors with 4.1
Posted by [danpaul88](#) on Fri, 14 Feb 2014 21:03:20 GMT
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jonwil has samples of maps from TSR to investigate the harvester pathfinding issue, it's looking like a code regression in 4.1.

Subject: Re: Map errors with 4.1
Posted by [jonwil](#) on Sat, 15 Feb 2014 09:14:10 GMT

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Yeah I have tracked down the piece of code that seems to be broken and am trying to figure out whats up.

Also, the cargo plane issue is now fixed (according to Saberhawk)

Subject: Re: Map errors with 4.1
Posted by [jonwil](#) on Sun, 16 Feb 2014 09:31:49 GMT
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I have a fix that fixes the pathfinding for the broken Tiberian Sun: Reborn map but I want to verify that its fixed for the Renegade map (just to be sure). Can anyone who has been having 100% reproducible pathfinding issues on a renegade map please contact me (via IRC/IM) so we can verify things?
