Subject: Important notice for all renegade mapmakers
Posted by jonwil on Sun, 09 Feb 2014 22:04:47 GMT
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It is VERY important that you run "object - check IDs" in leveledit and if any ID collisions are found, run "object - fix ID collisions" or otherwise renumber objects until there are no collisions left.

If your map runs fine in 1-player LAN but crashes the client when you load it on a server, this could well be the cause.

Subject: Re: Important notice for all renegade mapmakers
Posted by jonwil on Mon, 10 Feb 2014 11:46:49 GMT
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The next scripts release will contain code to detect the duplicate-id issue (i.e. any time there are 2 objects with the same netcode ID) and give an error message/exit the game rather than just crashing or failing in weird ways.
That way people will know to fix their maps (or if its not their map, to go talk to whoever made it and get it fixed)

Subject: Re: Important notice for all renegade mapmakers
Posted by danpaul88 on Mon, 10 Feb 2014 11:53:51 GMT
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There are bound to be a LOT of custom maps out there with ID collisions that cannot be fixed because nobody has the source files and the person who made it is no longer in the community... are those maps going to simply be blocked with no way to use them in future?

Subject: Re: Important notice for all renegade mapmakers
Posted by Mauler on Mon, 10 Feb 2014 18:02:09 GMT
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Well hopefully it can be done externally or something... We got a good number of custom maps running in UltraAOW... Might have to go in and recreate those levels in 4.1 tools... which is a huge task to take on

Subject: Re: Important notice for all renegade mapmakers
Posted by jonwil on Mon, 10 Feb 2014 20:30:09 GMT
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its a choice between giving s message or crashing/failing in wierd hard to debug ways.

Subject: Re: Important notice for all renegade mapmakers
Posted by Jerad2142 on Tue, 11 Feb 2014 19:51:14 GMT
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It should be an option in the servers config to ignore the ID issues and attempt to run with them, I know there are a lot of ID collisions that can have no impact on the game what so ever. For example terrain ID collisions don't seem to cause any issues with the net code (at least if its just collisions with other terrain objects).

Waypoints also can be fine if they have collisions, as long as the object they collide with has a lower importance.

Subject: Re: Important notice for all renegade mapmakers
Posted by jonwil on Tue, 11 Feb 2014 21:03:50 GMT
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It will only warn about ID collisions that actually affect the netcode, i.e. when 2 objects that send network data have the same network ID.

Subject: Re: Important notice for all renegade mapmakers
Posted by Gen_Blacky on Tue, 11 Feb 2014 22:00:12 GMT
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Most maps shouldn't have id collisions. I thought leveledit was good at managing that by auto setting different ids?
Not a common problem I have seen.

Jerad Gray wrote on Tue, 11 February 2014 12:51It should be an option in the servers config to ignore the ID issues and attempt to run with them, I know there are a lot of ID collisions that can have no impact on the game what so ever. For example terrain ID collisions don't seem to cause any issues with the net code (at least if its just collisions with other terrain objects).

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Subject: Re: Important notice for all renegade mapmakers

Posted by jonwil on Tue, 11 Feb 2014 22:15:20 GMT

The way it works is that anytime a network object is created/loaded by the game it basically says "if there is already a network object with the same id, print a message and end the game"

all items under "buildings" and "objects" have network objects, as do doors, elevators and certain other things under tiles (dont have the code handy right now to check which ones)

Terrain and waypaths dont have network objects so they wont be passing through this code.

Subject: Re: Important notice for all renegade mapmakers
Posted by Jerad2142 on Tue, 11 Feb 2014 23:11:21 GMT

Gen_Blacky wrote on Tue, 11 February 2014 15:00Most maps shouldn't have id collisions. I thought leveledit was good at managing that by auto setting different ids?
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Jerad Gray wrote on Tue, 11 February 2014 12:51It should be an option in the servers config to ignore the ID issues and attempt to run with them, I know there are a lot of ID collisions that can have no impact on the game what so ever. For example terrain ID collisions don't seem to cause any issues with the net code (at least if its just collisions with other terrain objects).

Waypoints also can be fine if they have collisions, as long as the object they collide with has a lower importance.

There is a setting that allows you to set the start of the ID range, I haven't pinned down how far this range extends exactly however I have been able to pin down that when you delete objects off the map LE doesn't try to recycle the freed ID's by default. Instead, it continue to increment the ID from what it was last at, if you switch computers or reinstall LE the ID range will reset to what it was originally at, if you forget to bump it up it will allow you to place duplicate ID's all over the place.

ECW is up to 600000 for the main map now, and I completely forgot to bump it back up when I moved to my new computer, I started placing the new terrain, did a check ID and had over 400 ID conflicts.

Subject: Re: Important notice for all renegade mapmakers
Posted by Gen_Blacky on Wed, 12 Feb 2014 08:17:36 GMT

Jerad Gray wrote on Tue, 11 February 2014 12:51

There is a setting that allows you to set the start of the ID range, I haven't pinned down how far this range extends exactly however I have been able to pin down that when you delete objects off the map LE doesn't try to recycle the freed ID's by default. Instead, it continue to increment the ID from what it was last at

Yea I have noticed that. Every new object gets auto incremented from the id it was last at. That's why I think it's odd anyone would ever have much trouble.

Quote:if you switch computers or reinstall LE the ID range will reset to what it was originally at, if you forget to bump it up it will allow you to place duplicate ID's all over the place.

Really I have never noticed that and I have been using mod packages back from 2004 and reinstalled on several computers.

Quote:ECW is up to 600000 for the main map now, and I completely forgot to bump it back up when I moved to my new computer, I started placing the new terrain, did a check ID and had over 400 ID conflicts.

That sounds like a horror story. When you have huge amount of presets and objects on a map like ecw and forget about the ids I can see how you would run into trouble.
I bet a simple tool could be made to fix that problem. At least I hope so for your sake.

Subject: Re: Important notice for all renegade mapmakers
Posted by Jerad2142 on Fri, 14 Feb 2014 18:28:32 GMT
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Gen_Blacky wrote on Wed, 12 February 2014 01:17
Quote:ECW is up to 600000 for the main map now, and I completely forgot to bump it back up when I moved to my new computer, I started placing the new terrain, did a check ID and had over 400 ID conflicts.

That sounds like a horror story. When you have huge amount of presets and objects on a map like ecw and forget about the ids I can see how you would run into trouble.
I bet a simple tool could be made to fix that problem. At least I hope so for your sake.
Running "object - fix ID collisions" like Jonwil says does work, I'm just wary of doing that as there are a few tile objects on the map that are referenced by scripts, as well as simple and vehicle, and I'm uncertain what priority what takes when correcting ID's, so I'd rather hand fix them then find out 3 months from now that San Casina has been crashing because a pop machine had its ID mapped wrong lol.

Subject: Re: Important notice for all renegade mapmakers
Posted by danpaul88 on Fri, 14 Feb 2014 19:32:44 GMT
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If you use the Check IDs option it'll tell you what the collisions are (if any) and leave it up to you to

sort them out by hand.

There are other options that automatically go around fixing them, but Check IDs on its own won't.

Subject: Re: Important notice for all renegade mapmakers
Posted by Jerad2142 on Fri, 14 Feb 2014 20:39:56 GMT
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danpaul88 wrote on Fri, 14 February 2014 12:32If you use the Check IDs option it'll tell you what the collisions are (if any) and leave it up to you to sort them out by hand.

There are other options that automatically go around fixing them, but Check IDs on its own won't.
Indeed, but when it returns 200+ id collisions I usually just say fuck it and undo whatever it is that I did to cause it (usually place a new chunk of terrain before setting the id setting back up to where it should be).