
Subject: TT Level Edit bug

Posted by [Xpert](#) on Thu, 05 Jun 2014 07:24:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

So I was messing with weapon spawners today and I wanted to add more weapons than the standard ones into the spawners. This is where the problem occurs.

If I use the 4.1 level editor, the spawners work but players for some reason can't pick up health drops.

If I use the old level editor by Westwood, the spawners work and players can still pick up health drops.

I'm not editing anything else other than weapon spawners and changing the POW_Sniper_Rifle and POW_Ramjet_Rifle to apply the stronger version of the weapon preset.

Is the 4.1 level editor missing something that the old one had? The only downside I noticed of me using the old level editor is that when I place the objects file in the server, maps load slower on gameover but using the 4.1 objects makes the maps load instantly.

Subject: Re: TT Level Edit bug

Posted by [Gen_Blacky](#) on Thu, 05 Jun 2014 15:00:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

you need to select grant powerup in spawner settings. Nothing new.

Subject: Re: TT Level Edit bug

Posted by [Xpert](#) on Thu, 05 Jun 2014 20:30:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

Gen_Blacky wrote on Thu, 05 June 2014 11:00 you need to select grant powerup in spawner settings. Nothing new.

Why? My weapon spawners are fine. The problem I'm having is my WEAPON DROPS. When a character drops a health supplement, they can't pick it up. I don't have this issue if I use the old level edit though.

Subject: Re: TT Level Edit bug

Posted by [Gen_Blacky](#) on Thu, 05 Jun 2014 23:21:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

doing commands->always_allow_grant to the drop object would fix the issue. "not sure of actual

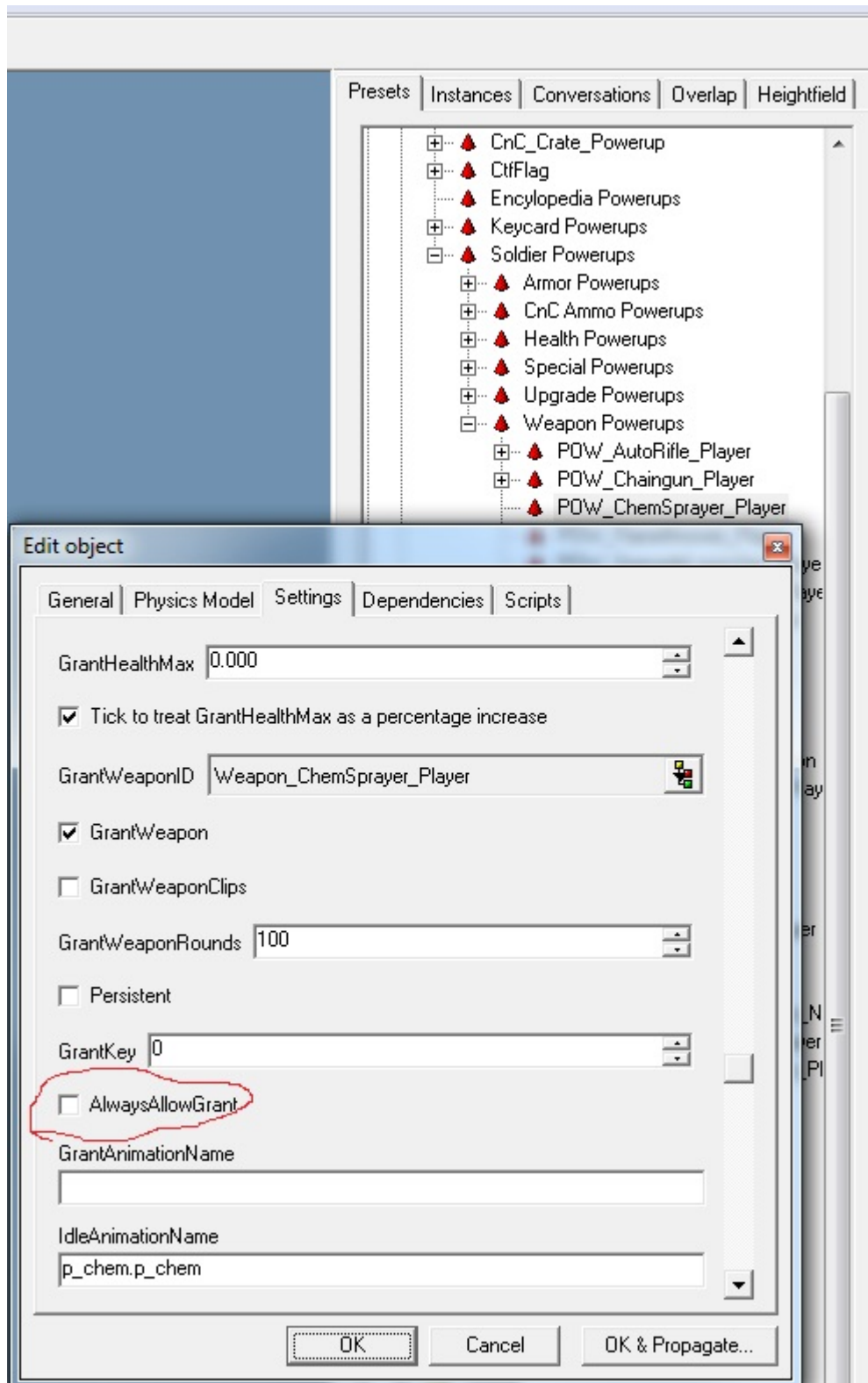
name"

scripts best way to go when dealing with power ups.

This is what a default powerup looks like.

File Attachments

1) [pow.jpg](#), downloaded 345 times



Subject: Re: TT Level Edit bug

Posted by [jonwil](#) on Thu, 05 Jun 2014 23:36:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

Xpert, if you post your objects.ddb from the "health drops work" and "health drops dont work" cases I can compare the 2 with my tools and see what settings are different that might be causing your problems.

Subject: Re: TT Level Edit bug
Posted by [Xpert](#) on Fri, 06 Jun 2014 03:48:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

jonwil wrote on Thu, 05 June 2014 19:36Xpert, if you post your objects.ddb from the "health drops work" and "health drops dont work" cases I can compare the 2 with my tools and see what settings are different that might be causing your problems.

I'll do it around Monday. I won't be near my PC for this weekend.

Subject: Re: TT Level Edit bug
Posted by [Xpert](#) on Tue, 10 Jun 2014 00:49:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

okay Jonwil,

4.0 LE
www.ttp-gaming.net/forums/downloads/objectsnew.rar

Non 4.0 LE
www.ttp-gaming.net/forums/downloads/objectsold.rar

Subject: Re: TT Level Edit bug
Posted by [jonwil](#) on Tue, 10 Jun 2014 02:20:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

hmmm, wierd, I cant see any differences in those ddb files that would impact health drops... I suspect I am going to need a complete reproduction setup for the "broken health drops" testcase (e.g. custom dlls, source for custom dlls, config files etc) so that I can reproduce it locally and debug what happens when a character tries to pick up a health drop (and why its failing)

Subject: Re: TT Level Edit bug
Posted by [Xpert](#) on Tue, 10 Jun 2014 21:03:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Does it matter that my server is running 4.0 and not 4.1 but I'm using a 4.1 level editor?

Also, both objects files are different sizes even though both are modified the same way.

Subject: Re: TT Level Edit bug

Posted by [jonwil](#) on Wed, 11 Jun 2014 00:26:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yes the fact that you are using 4.0 instead of 4.1 could be the culprit. Suggest you upgrade to 4.1 and see if that helps (I know of no major plugins for 4.0 that weren't ported to 4.1, even Dragonade was ported to 4.1)
