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 11:00you 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

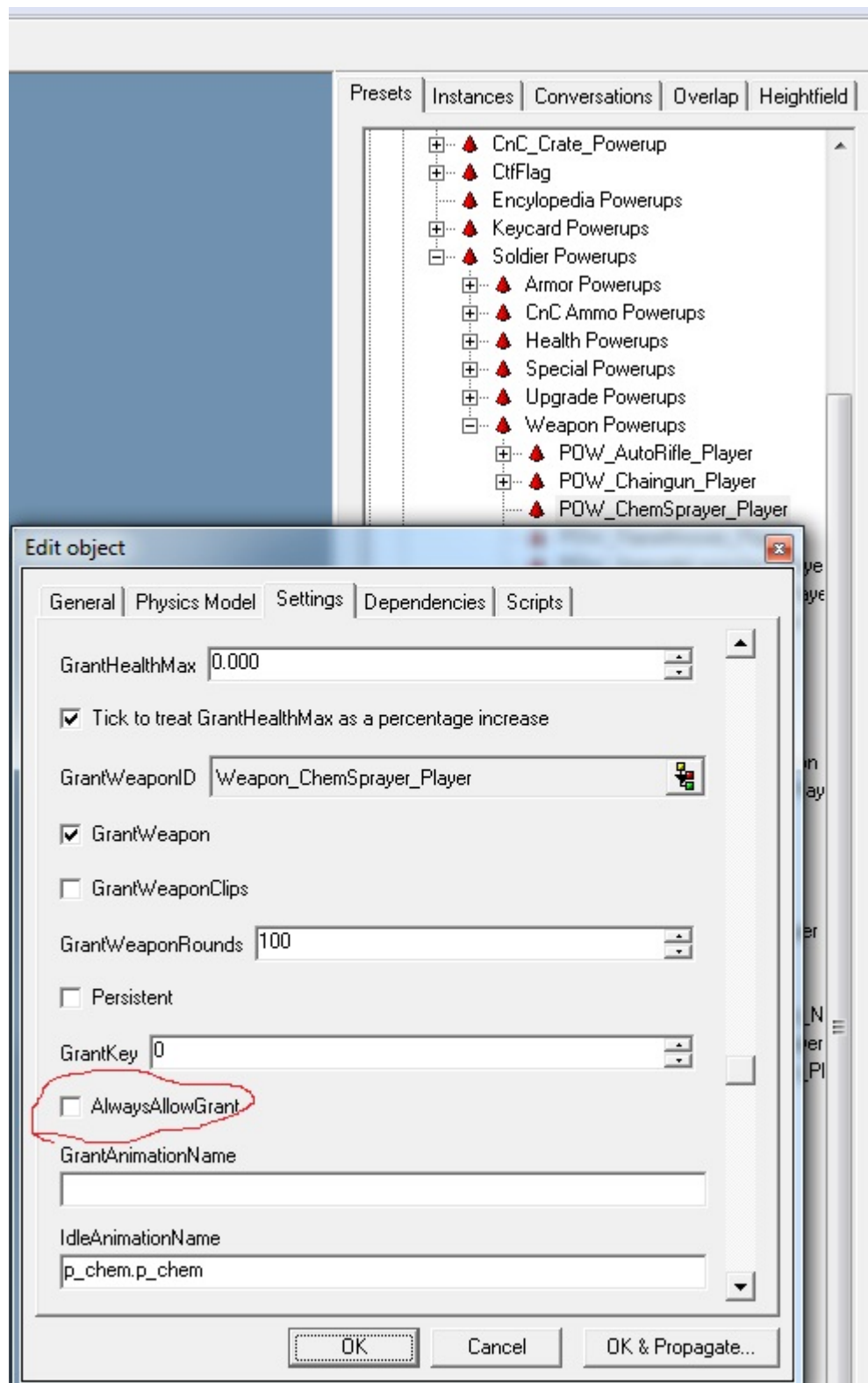doing commands->always_allow_grant to the drop object would fix the issue. "not sure of actual

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 536 times

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)