Subject: 4.3 RC3, maps and DA
Posted by jonwil on Sun, 22 Jan 2017 10:59:22 GMT
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4.3 RC3 will be comming out soon, I am just waiting for some testing and verification of a few fixes.

In regards to the maps we ship, at this point until I know for sure what the changes made vs stock actually are I dont want to do anything with the maps at all (ideally Iranian would show up with .lvl files for all the maps we ship)

And in regards to Dragonade, I have ported Dragonade to what will be 4.3 RC3 and assuming WhiteDragon doesn't make any changes (intentional or otherwise) that break things, it should be all good for a release by WD after 4.3 RC3 drops (whenever WD has fixed whatever bugs he wants to fix and is ready to release it)

Subject: Re: 4.3 RC3, maps and DA
Posted by iRANian on Sun, 22 Jan 2017 18:56:09 GMT
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I lost the .LVL files but I think using LevelRedit on them works. Maybe someone with more experience like GenBlacky can fix them up too, as he's works for the RenCorner guy doing maps still AFAIK..they can test the map fixes on their server for a bit.

Subject: Re: 4.3 RC3, maps and DA
Posted by jonwil on Sun, 22 Jan 2017 20:55:57 GMT
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I have better ways to find out what got added than using levelredit (we know far more about the format of the .lvl files than was the case in the past).

The main issue I forsee with re-creating lvl files for these maps based on what we currently ship is if any objects that cant be re-created from the lsd/ldd files got added/moved/deleted. Specifically:
Editor Only Objects
Manual Vis Points
Pathfind Generators
Dummy Objects

For everything else (including zones and blockers) it should be possible to identify what got changed in the Iranian level changes.

The other big issue is the lack of any .lvl file at all for Walls Flying and City Flying. Again, I could use levelredit to re-create those but I would rather not use that piece of crap (and more to the point spend ages massaging the output of levelredit into something usable)

Subject: Re: 4.3 RC3, maps and DA
Posted by iRANian on Sun, 22 Jan 2017 21:28:13 GMT
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I did use LevelRedit for the Walls_Flying and City_Flying exploit spots like on top of the Tiberium Refinery.

Yeah I can understand why you don't want to use it. Most of the fixes were adding kill zones on exploit spots.

I think I also fixed the VIS on some maps like C&C_Field. If you face the Nod base from the shorter tunnel the fix just fucks up. Honestly fixing all the VIS on all the maps would be a great improvement too.

I also remember using the fixes that Reborn did for one of the Core Patches (you can't use those Core Patch maps them because they have the very reduced WF kill zone to workaround the pre-TT WF kill zone bug, using the map now would make the WF kill zone WAY too small).

I swear I had some changelog somewhere online.

Subject: Re: 4.3 RC3, maps and DA
Posted by dblaney1 on Mon, 23 Jan 2017 03:30:36 GMT
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After levelrediting the maps, make sure you remove the duplicate tiles that it creates. Anything that the terrain proxies in will have duplicates.

Subject: Re: 4.3 RC3, maps and DA
Posted by Gen_Blacky on Mon, 23 Jan 2017 05:42:46 GMT
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iRANian wrote on Sun, 22 January 2017 14:28
I swear I had some changelog somewhere online.

I assume this is it.

http://www.renegadeforums.com/index.php?t=msg&goto=461613

Toggle Spoiler

iRANian wrote on Tue, 10 January 2012 15:13Here's a set of maps with tons of fixes based on the Core Patch 2 fixes. There's fixes for all the map issues I'm aware of other than:
-One man wall hop on Field
-Some B2B spots, on Islands mostly.

-All tunnel beacon spots except for the area under the Strip on Canyon.
-Most VIS issues, my fixes pack is based on the CP2 fixes so the CP2 VIS fixes should also be included.

I'll work on fixes for those later.

Here's a detailed list of changes/fixes:

Toggle Spoiler

All maps:
-Added kill zones before doors in buildings to prevent getting vehicles inside them on all ground maps.
-Added beaconing prevention zone on the Refineries on flying maps, there are exploit areas only accessible with aircrafts and wall hopping, these are now fixed.
-Added kill zones to prevent Refinery, Barracks and Power Plant hops on all ground maps.
-Fixed missing Nod Refinery MCT model.
-Adjusted pedestal zones to better cover the inner middle part of the pedestal. (Glacier_Flying especially needed this)

Walls_Flying
Fixes:
-Added kill zones for ground vehicles on both sides' walls, and a big ass one on top of the mesa

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Walls
Fixes:
-Fixed being able to get on the wall (from CP2/by reborn)

City/City_Flying
Fixes:
-Added spawn points to the Barracks (by Zunnie)
-Fixed a misplaced PT inside the AGT

Under
Fixes:
-Fixed a broken spawn in the Hand of Nod (from CP2/by reborn)
-Added vehicle kill zone to an infantry only area that can be glitched into with vehicles
-Added a vehicle kill zone with a 20 seconds timer in a spot where vehicles sometimes get stuck while falling off hill
-Redid the Harvester Tiberium waypaths so they no longer intercept each other randomly in the Tiberium Field.

Field
Fixes:
-Fixed a broken spawn in the Hand of Nod (from CP2/by reborn)

-Prevented a B2B spot with MRLS (from CP2/by reborn)

Canyon
Fixes:
-Blocked ability for players to get on top of the Weapons Factory (from CP2/by reborn)
-Added kill zone to prevent 2-man wall hop from the balcony into Refinery for both teams
-Added kill zones to two places that could be reached with Humvee and Buggy
-Added kill zone to a place at the Nod Refinery tunnel that can be 2-man hopped off the wall
-Added a beaconing prevention zone to tunnel under the Nod Airstrip
-Added kill zone to an area in the field that could be used to get off map
-Added kill zones on top of the crates/containers inside of both bases to prevent players from getting on top of them

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Volcano
Fixes:
-Nothing new

Hourglass
Fixes:
-Nothing new

Complex
Fixes:
-Added laser fences to the top of the Nod Refinery to prevent B2B (from CP2/by Reborn)

Glacier_Flying
Fixes:
-Prevented beaconing in an exploit spot in the middle of the field to damage the Barracks.
-Fixed a spot where you could get off the map.
-Added spawn points to the Barracks.

Islands
Fixes:
-Nothing special

Mesa
Fixes:
-Prevented people from hopping over a wall into an infantry only area. (From CP2/by reborn)

I've also improved some of my scripts and wrote new ones:

-Made the infantry kill zones ignore spectators (people in fly mode)
-Made vehicle kill zones kill SSGM vehicle wreckages
-Added a script to create an invisible laser fence, and a debug version that creates a visible fence

They're attached to my post, please include them for the next beta. Download link for the fixed maps:

http://dl.dropbox.com/u/21865790/Map%20fixes%20for%20TT.zip

We could reproduce most this via code if we had to using the existing maps. We could add permapini option to apply the fix. And ship the stock maps. Way points and vis Points would be an issue if you actually made those changes.

This is why the ped is not working in field barracks. I guess it has been broken this whole time lol. Opened in LevelRedit

Toggle Spoiler

Beacon.1500620
Move the beacon zone on field to x 90.637 , y -10.098, z 0.387

File Attachments
1) Beacon_field.jpg, downloaded 1318 times

File   Edit   View   Object   Vis   Pathfinding   Lighting   Sounds   Camera   Strings   Presets

Invalid TGA format used in C:\Program Files (x86)\RenegadePublicTools\LevelEdit\C&C_Field\tiles\building aggregates - multiplay\mp - hand of nod\MCT_co
Invalid TGA format used in C:\Program Files (x86)\RenegadePublicTools\LevelEdit\C&C_Field\tiles\building aggregates - multiplay\mp - nod air tower\atr_pct_
Invalid TGA format used in C:\Program Files (x86)\RenegadePublicTools\LevelEdit\C&C_Field\tiles\building aggregates - multiplay\mp - nod air tower\MCT_w

Subject: Re: 4.3 RC3, maps and DA
Posted by XD_ERROR_XD on Mon, 23 Jan 2017 14:11:12 GMT
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jonwil wrote on Sun, 22 January 2017 13:55The other big issue is the lack of any .lvl file at all for Walls Flying and City Flying. Again, I could use levelredit to re-create those but I would rather not use that piece of crap (and more to the point spend ages massaging the output of levelredit into something usable)

I don't think this will bring you very far, but what if you extract the .ldd, .lsd and .ddb files from the "fixed" .mix files, rename them to a random stock renegade map (use the v1.037 versions maybe?) of which you do have the .lvl file, and open them this way with LevelEdit? Maybe you could get a few results with this.

Either way, best of luck to you.

Subject: Re: 4.3 RC3, maps and DA
Posted by dblaney1 on Mon, 23 Jan 2017 17:52:18 GMT
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XD_ERROR_XD wrote on Mon, 23 January 2017 07:11jonwil wrote on Sun, 22 January 2017 13:55The other big issue is the lack of any .lvl file at all for Walls Flying and City Flying. Again, I could use levelredit to re-create those but I would rather not use that piece of crap (and more to the point spend ages massaging the output of levelredit into something usable)

I don't think this will bring you very far, but what if you extract the .ldd, .lsd and .ddb files from the "fixed" .mix files, rename them to a random stock renegade map (use the v1.037 versions maybe?) of which you do have the .lvl file, and open them this way with LevelEdit? Maybe you could get a few results with this.

Either way, best of luck to you.

The leveledit contain everything for the ldd and lsd in a different format. The only external file they use are the ddb files.

Subject: Re: 4.3 RC3, maps and DA
Posted by jonwil on Mon, 23 Jan 2017 21:28:36 GMT
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I think the easiest solution to the problem here is to hex edit the maps and move the beacon zones back to where they need to be.
Its not very hard to do if you know the format of the ldd files (and I do . I just need to know the object ID of the objects that are in the wrong place plus the xyz coordinates that they need to be moved to and I can make it happen.

Any objects that need to be deleted I can delete as well if I know the object ID.

No need to spend ages trying to recover lvl files out of it or messing with levelredit or something else.

If someone gets me the needed information, I will make the changes and put the fixed maps in 4.3 final

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Subject: Re: 4.3 RC3, maps and DA
Posted by Gen_Blacky on Tue, 24 Jan 2017 01:19:42 GMT
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jonwil wrote on Mon, 23 January 2017 14:28I think the easiest solution to the problem here is to hex edit the maps and move the beacon zones back to where they need to be.
Its not very hard to do if you know the format of the ldd files (and I do . I just need to know the object ID of the objects that are in the wrong place plus the xyz coordinates that they need to be moved to and I can make it happen.

Any objects that need to be deleted I can delete as well if I know the object ID.

No need to spend ages trying to recover lvl files out of it or messing with levelredit or something else.

If someone gets me the needed information, I will make the changes and put the fixed maps in 4.3 final

I agree. I will look for any other changes that need made.

C&C_Field
Beacon
ObjectID 1500620
Move to x 90.637 y -10.098 z 0.387

Subject: Re: 4.3 RC3, maps and DA
Posted by jonwil on Tue, 24 Jan 2017 06:52:00 GMT
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Ok so I remembered there are some issues with mixcheck.exe, install.tiberiantechnologies.org (which points to a server hosted by multiplayerforums as of now) and shipping new map mix files. Need to sort that out first (most likely by moving the contents of install.tiberiantechnologies.org to the same hosting as www.tiberiantechnologies.org is now hosted on) before I can deal with any fixed maps.

Should happen before I release 4.3 final though I hope, just need to talk to a few people about it (if anyone knows who is currently in charge at multiplayerforums.com that might help)

Subject: Re: 4.3 RC3, maps and DA
Posted by Cronus on Tue, 24 Jan 2017 14:38:56 GMT
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What do you need? FTP Login?

Subject: Re: 4.3 RC3, maps and DA
Posted by jonwil on Tue, 24 Jan 2017 19:44:43 GMT
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Being able to change the contents of that site would be the best solution to my problem (and easier than migrating it to new hosting)

Subject: Re: 4.3 RC3, maps and DA
Posted by Cronus on Wed, 25 Jan 2017 00:05:52 GMT
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jonwil wrote on Tue, 24 January 2017 12:44Being able to change the contents of that site would be the best solution to my problem (and easier than migrating it to new hosting)

pop on irc (irc.cncirc.net) nick is Cronus, or email me cronus@nite-serv.com and i'll verify its you and give you whatever credentials you need.

Subject: Re: 4.3 RC3, maps and DA
Posted by jonwil on Wed, 25 Jan 2017 00:31:49 GMT
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Cronus has given me the access I need so its all good now
The next release of 4.x will contain a fixed C&C_Field along with any other maps that people tell me need things done to them

---

Subject: Re: 4.3 RC3, maps and DA

Multiplayer Practice has been a little different since the first 4.2 patch. When you buy something, there's no "keep ep coming" or 2 second delay. Also the credit tick isn't 2, but 2-2-3. There may be more things that's changed but that's all I remember noticing.

Subject: Re: 4.3 RC3, maps and DA

I cant find anything wrong with any of the other maps besides the missing nod refinery mct aggregate on some maps and the damage aggregate of the AGT could be fixed by hex editing the w3ds.

Nod Ref

AGT Fix

http://www.renegadeforums.com/index.php?t=msg&goto=489747

Subject: Re: 4.3 RC3, maps and DA

Yeah I think I forgot fixing the MCT issue.

Subject: Re: 4.3 RC3, maps and DA

We are already shipping fixed mgagd_ag_2.w3d, mgwep_ag_4.w3d and mnatr_mct.w3d files including the moved AGT damage aggregate fix mentioned in the above linked thread.

Not sure how to fix the missing MCT aggregate in the nod refinery.(which I believe is caused by a mis-named proxy in the w3d file) If anyone has any suggestions that don't involve re-exporting the maps from LE (which as mentioned before I dont want to do) please let me know. Simply hex-editing the w3d file wont help since proxies are only read and dealt with in LE.

I will fix the incorrectly placed zone in C&C_Field.

Are there any other map fixes that are required at this point?

Subject: Re: 4.3 RC3, maps and DA
Posted by dblaney1 on Thu, 26 Jan 2017 21:38:22 GMT
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Getting rid of the ugly laser fence added to the top of the ref on complex would be nice. Its a crappy solution to the B2B problem. Theres no reason for it to be on the clients at all actually since building damage is calculated entirely server side.

Subject: Re: 4.3 RC3, maps and DA
Posted by jonwil on Thu, 26 Jan 2017 22:50:21 GMT
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I have a fix for the ugly fence that involves duplicating the w3d file its using (dsp_torture_wal.w3d) under a new name, setting the "hidden" flag on its one mesh and then hex editing the map to point to the new w3d file.

4.3 RC4 (which I plan to ship soon just to get this stuff out there and tested before 4.3 final) will contain a fixed Complex map (with the change above to make the lasers invisible) and a fixed Field map (with the moved zone). If anyone has anything else they think should be done to the maps (as currently shipped with 4.x) please let me know ASAP so I can sort it out.

Subject: Re: 4.3 RC3, maps and DA
Posted by iRANian on Fri, 27 Jan 2017 10:34:03 GMT
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Yeah I originally wanted to use an invisible wall but I couldn't find one.

There are actually a ton of map bugs, not even talking about VIS ones.

Subject: Re: 4.3 RC3, maps and DA
Posted by XD_ERROR_XD on Fri, 27 Jan 2017 10:52:20 GMT
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Could you add some manual VIS points to Glacier_flying? The issue is rather insignificant but it would always be nice to see these kinds of issues fixed

http://imgur.com/a/HEnUB

Weapons Factory. When walking near the decorative terminal, and looking in certain directions.

http://imgur.com/a/aRPct

Tunnels near the main entrance of the Nod base. When walking towards the base, certain textures won't load until you walk into the tunnel leading to the obelisk and the back of the HoN (first image).

http://imgur.com/a/BBEPW

Same location, however, this time you spawn as Nod. I spawned in the PP (i'm not sure where you would have to walk to make VIS do that at that location), went to the same spot, now any unit is invisible until you walk far enough. This one is a bit annoying.

Another question though! Very trivial, but is it possible for allow for clients to enable and disable screenshake, instead of servers only? I would like to make a few short videos with screenshake, but to do this in a populated server I would have to use pre-4.0 scripts.

Subject: Re: 4.3 RC3, maps and DA
Posted by Gen_Blacky on Fri, 27 Jan 2017 19:07:28 GMT
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jonwil wrote on Thu, 26 January 2017 13:59We are already shipping fixed mgagd_ag_2.w3d, mgwep_ag_4.w3d and mnatr_mct.w3d files including the moved AGT damage aggregate fix mentioned in the above linked thread.

You guys on are on top of it. I like it.

jonwil wrote on Thu, 26 January 2017 13:59
Not sure how to fix the missing MCT aggregate in the nod refinery.(which I believe is caused by a mis-named proxy in the w3d file)

Exactly.

jonwil wrote on Thu, 26 January 2017 13:59
If anyone has any suggestions that don't involve re-exporting the maps from LE (which as mentioned before I dont want to do) please let me know.

I am playing with a few ideas we will see how it goes.

jonwil wrote on Thu, 26 January 2017 13:59
Simply hex-editing the w3d file wont help since proxies are only read and dealt with in LE.

I didn't think about that. I hexed edited it for my custom stock maps forgot I re-exported the maps.

Subject: Re: 4.3 RC3, maps and DA

Posted by [Gen_Blacky](#) on Tue, 07 Feb 2017 08:06:31 GMT
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so I have been creating a dragonade plugin that takes irans zone fixes and writes them to an ini file and allows you to apply his fixes on custom stock maps.

I have also been working on a way to fix the nod ref mct server side. I have came to the conclusion the only correct way to fix it is to add a the temp preset and add it to all the maps that have the misspelled proxy for the nod ref mnref_ag_3_n. Some maps have it misspelled mnref_ag_3n witch is the name of the w3d file mnref_ag_3n.w3d but ag preset name is mnref_ag_3_n. This all means recreating the leveledit files. (I might do later on). I have made an alternate fix that uses the single player mnref_ag_3n aggregate without that animations and split into 3 w3d files. Called mctfix1 mctfix2 mctfix3 each file is a different stage of the animation so it can be done on building damage via code.

I plan on releasing it soon.

Subject: Re: 4.3 RC3, maps and DA
Posted by [XD_ERROR_XD](#) on Thu, 09 Feb 2017 10:14:20 GMT
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Gen_Blacky wrote on Tue, 07 February 2017 01:06so I have been creating a dragonade plugin that takes irans zone fixes and writes them to an ini file and allows you to apply his fixes on custom stock maps.

I have also been working on a way to fix the nod ref mct server side. I have came to the conclusion the only correct way to fix it is to add a the temp preset and add it to all the maps that have the misspelled proxy for the nod ref mnref_ag_3_n. Some maps have it misspelled mnref_ag_3n witch is the name of the w3d file mnref_ag_3n.w3d but ag preset name is mnref_ag_3_n. This all means recreating the leveledit files. (I might do later on). I have made an alternate fix that uses the single player mnref_ag_3n aggregate without that animations and split into 3 w3d files. Called mctfix1 mctfix2 mctfix3 each file is a different stage of the animation so it can be done on building damage via code.

I plan on releasing it soon.

Sweet! Could you show some screenshots of how you did/are doing it?

Subject: Re: 4.3 RC3, maps and DA
Posted by [Gen_Blacky](#) on Sun, 12 Feb 2017 02:06:53 GMT
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I haven't got a position scheme down yet but it works better then I thought it would.

https://youtu.be/JwdU4UqPip8

Currently there is 4 stages mctfix1 mctfix2 mctfix3, mctfix4

Right now this whole MapFix da feature im working on is 1029 lines of code.

Subject: Re: 4.3 RC3, maps and DA
Posted by Gen_Blacky on Sun, 12 Feb 2017 07:15:25 GMT
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Zone manipulation and Mctfix.

https://youtu.be/jBy3yHgO1bM