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Subject: MapFix Plugin

Posted by [Gen\\_Blacky](#) on Fri, 28 Apr 2017 01:39:14 GMT

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I have not worked on this in a while, thought I would post it. It still needs some work before public use. I Hope this is helpful to someone else. This can be useful if your server has custom stock maps. You can apply the zone fixes Iran added to stock maps long ago.

Also if you want to use the pure stock maps you can still apply the zones fixes or replace the existing zones. You can disable/enable each zone individually. Specify the Zone, Add your own script to the zone and send parameters. Create a custom zone.

As well as adding my attempt to fix the missing nod refinery aggregate.

Readme Info

Toggle Spoiler

```
; Add Settings to main da.ini  
; Enable the MapFix Dragonade Gamefeature
```

EnableMapFix=1

```
; Generate The Main mapfixes.ini settings by game over on every stock map that is shipped with  
TT.  
; When CreateINI is enabled reading of mapfixes.ini is disabled.  
; Generates a list of zones iran added to all the maps.  
; Be Careful using this setting it will overwrite mapfixes.ini
```

CreateINI=0

```
; Gameover every map in the rotation if CreateINI is enabled.
```

EntireRotationGameover=1

```
; Don't allow deletion or changes to the ZoneList in memory.
```

StaticZoneList=1

```
; //////////////////////////////////////  
; /// Per Map Settings  
; //////////////////////////////////////
```

```
; If for some reason you do not want use Irans Script Zone Fixes for this map we can destroy  
them.
```

```
; Destroy The Defined zones in mapfix.ini.
```

```
; DestroyZones=0
```

```
; Create Zones defined in mapfixes.ini for specified map

; CreateZones= 0

; Destroy The Defined laserwalls in mapfix.ini "Simple_Sydney_SandM_Wall".
; Only map that has the laser walls is complex , maps that come with tt.

; DisableLaserWalls=0

; Turn vehicle death zones into actual blockers.
; Not actually implemented yet.

; VehicleBlocker=0

; Enable the nod refinery mctfix for maps missing the aggregate 'mnref_ag_3_n'
; I have created 4 damage stages for the mct named mctfix1 mctfix2 mctfix3, mctfix4
; For this feature to work you would need to ship the mctfix files.

; Enable_MCTFix=0

; Either get the mctfix position from the map or read from the ini.

; MCT_ReadINI=1

; MCT_Position_X=-74.803
; MCT_Position_Y=-128.895
; MCT_Position_Z=1.486
; MCT_Facing=90.0

; Ingame Test Commands
; !createzones
; !destroyzones
; !showzones
; !hidezones
; !displayzones
; !destroymct
; !createmct
; !movemct <axis/facing/reset/save/read> <position>
; !fly
```

Add settings to da.ini

Toggle Spoiler

```
EnableMapFix=1
CreateINI=0
EntireRotationGameOver=1
StaticZoneList=1
```

Example mapfix.ini

Toggle Spoiler

[C&C\_Canyon.mix]

```
DestroyZones=0
DestroyLaserWalls=0
CreateZones=0
VehicleBlocker=0
Enable_MCTFix=0
MCT_ReadINI=1
```

```
MCT_Position_X=-74.803001
MCT_Position_Y=-128.895004
MCT_Position_Z=1.486000
MCT_Facing=90.000000
```

```
;Not Near a Building Dist 350.377533
ZoneEnabled1=1
Zone1=Script_Zone_Star
ZoneObjectID1=100009
ZoneScript1=Iran_Star_Kill_Zone
ZoneScriptParameter1=0.000000
ZonePosition1_X=-78.904999
ZonePosition1_Y=99.402000
ZonePosition1_Z=12.932000
ZoneSize1_X=4.690796
ZoneSize1_Y=5.242168
ZoneSize1_Z=0.500000
ZoneFacing1=0.000000
```

```
;Not Near a Building Dist 171.578232
ZoneEnabled2=1
Zone2=Script_Zone_Star
```

ZoneObjectID2=100011  
ZoneScript2=Iran\_Star\_Kill\_Zone  
ZoneScriptParameter2=0.000000  
ZonePosition2\_X=-92.522476  
ZonePosition2\_Y=-114.839104  
ZonePosition2\_Z=15.428951  
ZoneSize2\_X=3.918198  
ZoneSize2\_Y=5.302055  
ZoneSize2\_Z=0.499998  
ZoneFacing2=0.000000

;Not Near a Building Dist 1555.596802  
ZoneEnabled3=1  
Zone3=Script\_Zone\_All  
ZoneObjectID3=100012  
ZoneScript3=Iran\_All\_Kill\_Zone  
ZoneScriptParameter3=0.000000  
ZonePosition3\_X=-70.477882  
ZonePosition3\_Y=-34.132519  
ZonePosition3\_Z=16.326799  
ZoneSize3\_X=6.139868  
ZoneSize3\_Y=5.746578  
ZoneSize3\_Z=4.155959  
ZoneFacing3=0.000000

;Not Near a Building Dist 4343.922852  
ZoneEnabled4=1  
Zone4=Script\_Zone\_All  
ZoneObjectID4=100014  
ZoneScript4=Iran\_All\_Kill\_Zone  
ZoneScriptParameter4=0.000000  
ZonePosition4\_X=-71.569542  
ZonePosition4\_Y=30.918436  
ZonePosition4\_Z=20.914524  
ZoneSize4\_X=2.920769  
ZoneSize4\_Y=7.226213  
ZoneSize4\_Z=3.547709  
ZoneFacing4=0.000000

;Not Near a Building Dist 716.453186  
ZoneEnabled5=1  
Zone5=Script\_Zone\_Star  
ZoneObjectID5=100015  
ZoneScript5=Iran\_Star\_Kill\_Zone  
ZoneScriptParameter5=0.000000  
ZonePosition5\_X=-106.361008  
ZonePosition5\_Y=-99.273270  
ZonePosition5\_Z=17.272171

ZoneSize5\_X=1.530464  
ZoneSize5\_Y=15.263409  
ZoneSize5\_Z=1.328834  
ZoneFacing5=0.000000

;Not Near a Building Dist 358.784424

ZoneEnabled6=1  
Zone6=Script\_Zone\_Star  
ZoneObjectID6=100017  
ZoneScript6=Iran\_Star\_Kill\_Zone  
ZoneScriptParameter6=0.000000  
ZonePosition6\_X=-98.226387  
ZonePosition6\_Y=-98.343063  
ZonePosition6\_Z=14.347655  
ZoneSize6\_X=1.000389  
ZoneSize6\_Y=14.166935  
ZoneSize6\_Z=1.141780  
ZoneFacing6=0.000000

;Not Near a Building Dist 80.553398

ZoneEnabled7=1  
Zone7=Script\_Zone\_Star  
ZoneObjectID7=100019  
ZoneScript7=Iran\_Beaconing\_Prevention\_Zone  
ZoneScriptParameter7=0.000000  
ZonePosition7\_X=13.091612  
ZonePosition7\_Y=-122.508400  
ZonePosition7\_Z=-6.509744  
ZoneSize7\_X=37.635979  
ZoneSize7\_Y=27.193150  
ZoneSize7\_Z=4.685836  
ZoneFacing7=0.000000

;Near The GDI Tiberium Refinery Dist 3.626637

ZoneEnabled8=1  
Zone8=Script\_Zone\_All  
ZoneObjectID8=100021  
ZoneScript8=Iran\_Vehicle\_Ground\_Kill\_Zone  
ZoneScriptParameter8=0.000000  
ZonePosition8\_X=-59.240692  
ZonePosition8\_Y=101.867401  
ZonePosition8\_Z=2.016421  
ZoneSize8\_X=2.924685  
ZoneSize8\_Y=2.669300  
ZoneSize8\_Z=2.155551  
ZoneFacing8=0.000000

;Near The GDI Tiberium Refinery Dist 1.306266

ZoneEnabled9=1  
Zone9=Script\_Zone\_All  
ZoneObjectID9=100023  
ZoneScript9=Iran\_Vehicle\_Ground\_Kill\_Zone  
ZoneScriptParameter9=0.000000  
ZonePosition9\_X=-49.908581  
ZonePosition9\_Y=121.562996  
ZonePosition9\_Z=0.868832  
ZoneSize9\_X=2.924685  
ZoneSize9\_Y=2.669300  
ZoneSize9\_Z=2.155551  
ZoneFacing9=0.000000

;Near The Hand of Nod Dist 1.307199  
ZoneEnabled10=1  
Zone10=Script\_Zone\_All  
ZoneObjectID10=100024  
ZoneScript10=Iran\_Vehicle\_Ground\_Kill\_Zone  
ZoneScriptParameter10=0.000000  
ZonePosition10\_X=-11.145071  
ZonePosition10\_Y=-57.059917  
ZonePosition10\_Z=5.981561  
ZoneSize10\_X=2.924685  
ZoneSize10\_Y=2.669300  
ZoneSize10\_Z=2.155551  
ZoneFacing10=0.000000

;Near The Hand of Nod Dist 2.816014  
ZoneEnabled11=1  
Zone11=Script\_Zone\_All  
ZoneObjectID11=100025  
ZoneScript11=Iran\_Vehicle\_Ground\_Kill\_Zone  
ZoneScriptParameter11=0.000000  
ZonePosition11\_X=-33.687183  
ZonePosition11\_Y=-56.333420  
ZonePosition11\_Z=2.011322  
ZoneSize11\_X=2.924685  
ZoneSize11\_Y=2.669300  
ZoneSize11\_Z=2.155551  
ZoneFacing11=0.000000

;Near The Nod Tiberium Refinery Dist 2.294207  
ZoneEnabled12=1  
Zone12=Script\_Zone\_All  
ZoneObjectID12=100026  
ZoneScript12=Iran\_Vehicle\_Ground\_Kill\_Zone  
ZoneScriptParameter12=0.000000  
ZonePosition12\_X=-65.362587

ZonePosition12\_Y=-118.551346  
ZonePosition12\_Z=1.441849  
ZoneSize12\_X=2.894119  
ZoneSize12\_Y=2.644215  
ZoneSize12\_Z=1.743683  
ZoneFacing12=0.000000

;Near The Nod Tiberium Refinery Dist 4.840147  
ZoneEnabled13=1  
Zone13=Script\_Zone\_All  
ZoneObjectID13=100027  
ZoneScript13=Iran\_Vehicle\_Ground\_Kill\_Zone  
ZoneScriptParameter13=0.000000  
ZonePosition13\_X=-74.531708  
ZonePosition13\_Y=-137.493851  
ZonePosition13\_Z=2.010274  
ZoneSize13\_X=2.924685  
ZoneSize13\_Y=2.669300  
ZoneSize13\_Z=2.155551  
ZoneFacing13=0.000000

;Not Near a Building Dist 870.504761  
ZoneEnabled14=1  
Zone14=Script\_Zone\_Star  
ZoneObjectID14=100028  
ZoneScript14=Iran\_Star\_Kill\_Zone  
ZoneScriptParameter14=0.000000  
ZonePosition14\_X=61.223892  
ZonePosition14\_Y=-125.947906  
ZonePosition14\_Z=6.180079  
ZoneSize14\_X=18.169924  
ZoneSize14\_Y=7.317970  
ZoneSize14\_Z=3.296914  
ZoneFacing14=0.000000

;Not Near a Building Dist 648.881775  
ZoneEnabled15=1  
Zone15=Script\_Zone\_Star  
ZoneObjectID15=100031  
ZoneScript15=Iran\_Star\_Kill\_Zone  
ZoneScriptParameter15=0.000000  
ZonePosition15\_X=68.736290  
ZonePosition15\_Y=62.825275  
ZonePosition15\_Z=6.216810  
ZoneSize15\_X=18.185072  
ZoneSize15\_Y=5.976784  
ZoneSize15\_Z=3.799726  
ZoneFacing15=0.000000

;Not Near a Building Dist 4021.570313  
ZoneEnabled16=1  
Zone16=Script\_Zone\_Star  
ZoneObjectID16=100032  
ZoneScript16=Iran\_Star\_Kill\_Zone  
ZoneScriptParameter16=0.000000  
ZonePosition16\_X=74.164871  
ZonePosition16\_Y=-26.605309  
ZonePosition16\_Z=7.049681  
ZoneSize16\_X=1.129448  
ZoneSize16\_Y=6.288007  
ZoneSize16\_Z=1.298234  
ZoneFacing16=0.000000

;Near The Nod Airstrip Dist 2.883826  
ZoneEnabled17=1  
Zone17=Script\_Zone\_All  
ZoneObjectID17=100034  
ZoneScript17=Iran\_Vehicle\_Ground\_Kill\_Zone  
ZoneScriptParameter17=0.000000  
ZonePosition17\_X=4.120920  
ZonePosition17\_Y=-117.859589  
ZonePosition17\_Z=1.462548  
ZoneSize17\_X=2.924747  
ZoneSize17\_Y=2.669350  
ZoneSize17\_Z=1.834388  
ZoneFacing17=0.000000

;Near The Nod Tiberium Refinery Dist 0.574838  
ZoneEnabled18=1  
Zone18=Script\_Zone\_Star  
ZoneObjectID18=100036  
ZoneScript18=Iran\_Star\_Kill\_Zone  
ZoneScriptParameter18=0.000000  
ZonePosition18\_X=-63.340157  
ZonePosition18\_Y=-118.214645  
ZonePosition18\_Z=4.137299  
ZoneSize18\_X=1.060354  
ZoneSize18\_Y=3.331989  
ZoneSize18\_Z=1.079697  
ZoneFacing18=0.000000

;Near The Nod Tiberium Refinery Dist 0.886095  
ZoneEnabled19=1  
Zone19=Script\_Zone\_Star  
ZoneObjectID19=100037  
ZoneScript19=Iran\_Star\_Kill\_Zone



ZoneScriptParameter19=0.000000  
ZonePosition19\_X=-69.739655  
ZonePosition19\_Y=-136.252945  
ZonePosition19\_Z=6.652291  
ZoneSize19\_X=8.244457  
ZoneSize19\_Y=5.698776  
ZoneSize19\_Z=1.988887  
ZoneFacing19=0.000000

;Near The GDI Tiberium Refinery Dist 2.519238  
ZoneEnabled20=1  
Zone20=Script\_Zone\_Star  
ZoneObjectID20=100040  
ZoneScript20=Iran\_Star\_Kill\_Zone  
ZoneScriptParameter20=0.000000  
ZonePosition20\_X=-55.292583  
ZonePosition20\_Y=104.256035  
ZonePosition20\_Z=6.924762  
ZoneSize20\_X=8.244457  
ZoneSize20\_Y=5.698776  
ZoneSize20\_Z=1.988887  
ZoneFacing20=0.000000

;Near The GDI Tiberium Refinery Dist 0.517989  
ZoneEnabled21=1  
Zone21=Script\_Zone\_Star  
ZoneObjectID21=100042  
ZoneScript21=Iran\_Star\_Kill\_Zone  
ZoneScriptParameter21=0.000000  
ZonePosition21\_X=-48.008701  
ZonePosition21\_Y=122.066109  
ZonePosition21\_Z=4.121421  
ZoneSize21\_X=1.060354  
ZoneSize21\_Y=3.331989  
ZoneSize21\_Z=1.079697  
ZoneFacing21=0.000000

## File Attachments

1) [MapFix.4.27.17.zip](#), downloaded 123 times

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Subject: Re: MapFix Plugin  
Posted by [iRANian](#) on Fri, 28 Apr 2017 06:12:00 GMT  
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Can't you just get the MCT position based on Refinery position and rotation/facing?

I'll see about adding support for b2b prevention.

---

Subject: Re: MapFix Plugin  
Posted by [Gen\\_Blacky](#) on Fri, 28 Apr 2017 06:56:07 GMT  
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iRANian wrote on Fri, 28 April 2017 00:12Can't you just get the MCT position based on Refinery position and rotation/facing?

I'll see about adding support for b2b prevention.

Yea but its not exact. Has an offset for some reason. If you check it out disable MCT\_ReadINI and you will see what I mean.

---

Subject: Re: MapFix Plugin  
Posted by [iRANian](#) on Fri, 28 Apr 2017 11:13:04 GMT  
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Ah. Apparently LevelEdit places stuff higher by 2.0f Z height

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Subject: Re: MapFix Plugin  
Posted by [Wyld1USA](#) on Fri, 28 Apr 2017 12:39:38 GMT  
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OMG you all get me excited when you talk coding.....

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Subject: Re: MapFix Plugin  
Posted by [jonwil](#) on Fri, 28 Apr 2017 12:41:46 GMT  
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---

If you want to find the exact position/facing of, say, the Nod Refinery MCT (that is, the physics object that counts as the MCT and will take the extra MCT damage when hit), do this:

```
#include "buildingaggregateclass.h"  
#include "buildinggameobj.h"
```

```
#include "matrix3d.h"
```

```
//somewhere in your code  
BuildingGameObj *obj = Find_Refinery(0);  
BuildingAggregateClass *ba = obj->Find_MCT();  
Matrix3D tm = ba->Get_Transform();  
Vector3 position = tm.Get_Translation();  
float rotation = RAD2DEG(tm.Get_Z_Rotation());
```

Change the first line of code as appropriate to find the MCT for different buildings.  
The position/rotation values you just obtained can be passed to `Commands->Set_Position` and `Commands->Set_Facing` as appropriate.

The values you get here should match exactly to what you would see if you opened up the .lvl file in LevelEdit and double clicked on the MCT object.

---

Subject: Re: MapFix Plugin  
Posted by [iRANian](#) on Fri, 28 Apr 2017 19:44:21 GMT  
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btw jonwil that frametime checker thing using those variables you showed works extremely well bro

---

Subject: Re: MapFix Plugin  
Posted by [Gen\\_Blacky](#) on Sun, 30 Apr 2017 07:21:16 GMT  
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Wyld1USA wrote on Fri, 28 April 2017 06:39OMG you all get me excited when you talk coding.....

Yea we are a bunch or nerds. HaHa

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Subject: Re: MapFix Plugin  
Posted by [Gen\\_Blacky](#) on Sun, 30 Apr 2017 19:47:25 GMT  
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jonwil wrote on Fri, 28 April 2017 06:41If you want to find the exact position/facing of, say, the Nod Refinery MCT (that is, the physics object that counts as the MCT and will take the extra MCT damage when hit), do this:

```
#include "buildingaggregateclass.h"  
#include "buildinggameobj.h"
```

```
#include "matrix3d.h"
```

```
//somewhere in your code  
BuildingGameObj *obj = Find_Refinery(0);  
BuildingAggregateClass *ba = obj->Find_MCT();  
Matrix3D tm = ba->Get_Transform();  
Vector3 position = tm.Get_Translation();  
float rotation = RAD2DEG(tm.Get_Z_Rotation());
```

Change the first line of code as appropriate to find the MCT for different buildings.  
The position/rotation values you just obtained can be passed to `Commands->Set_Position` and `Commands->Set_Facing` as appropriate.

The values you get here should match exactly to what you would see if you opened up the .lvl file in LevelEdit and double clicked on the MCT object.

Toggle Spoiler

```
void MapFix::Mct_Fix()  
{  
    MCTOBJ = 0;  
    GameObject *obj = Find_Refinery(0);  
    BuildingAggregateClass *REFMCT = obj->As_BuildingGameObj()->Find_MCT();  
    Matrix3D tm = REFMCT->Get_Transform();  
    Vector3 position = tm.Get_Translation();  
    float rotation = RAD2DEG(tm.Get_Z_Rotation());  
  
    if (REFMCT) {  
        Debug(3, 2, "Create mnref_ag_3_n\n");  
        Vector3 Default(0.0f, 0.0f, 0.0f);  
        Vector3 Position;  
        bool ReadINI = DASettingsManager::Get_Bool(The_Game()->Get_Map_Name(),  
"MCT_ReadINI", false);  
        DASettingsManager::Get_Vector3(Position, The_Game()->Get_Map_Name(), "MCT_Position",  
Default);  
        float Facing = DASettingsManager::Get_Float(The_Game()->Get_Map_Name(), "MCT_Facing",  
90.0f);  
  
        Vector3 MCTPos = position;  
        //Read from INI instead of getting position from MCT  
        if (ReadINI) {
```

```

MCTPos = Position;
}
else
Facing = rotation;

Console_Output("Position %f %f %f Rotation %f Facing %f\n", position.X, position.Y, position.Z,
rotation, Facing);
PhysicalGameObj *c = Create_Object("Invisible_Object", MCTPos);
Commands->Set_Facing(c, Facing);
Commands->Set_Model(c, "mctfix");
Commands->Set_Is_Visible(c, true);
MCTOBJ = c;
MCTPOS = MCTPos;
obj->Add_Observer(new MCTObserverClass(c));
}
}

```

The Position I get from Find\_MCT on canyon.  
I cant get the facing it is always 0.

Position -74.823540 -128.861725 1.024454 Rotation 0.000000 Facing 0.000000

Do you know if this is something that could be fixed by editing the mctfix w3dfiles. The mct is centered 0.0.0 in the gmax file.

The correct position for canyon

```

MCT_Position_X=-74.803001
MCT_Position_Y=-128.895004
MCT_Position_Z=1.486000
MCT_Facing=90.000000

```

Correcting the facing and position in game.

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