Subject: Re: Cheaper units on the stock maps
Posted by iRANian on Fri, 13 Jan 2012 14:16:59 GMT
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Haha, I know what the issue with that is (and it randomly pops up, just like the issue you had with Walls fly, which I don't think is present on Walls). Yeah the level editor is pretty shit so you always need to check for those issues.

Did you check all the other maps btw? If you want to have changes to costs (or a lot of other possible things) in the future, these headaches with all the map issues won't be present as all the maps are properly prepared and it's just a matter of updating the <map_Name>.ddb inside the .mix file, luckily enough.

Here's a new version of City with the super Obelisk removed and the Harvesters fixed, I also redid the lightning with different settings as it appeared to be off badly (sadly I don't know what settings Westwood used for the lightning on their maps.

http://dl.dropbox.com/u/21865790/C%26C_CW_City_Flying.mix

Will check the 'Reset Match' plugin in a few hours.