Subject: Map Bugs
Posted by Dan on Tue, 25 May 2004 08:37:13 GMT
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I'm gathering a list of bugs to fix on the WestWood maps, because I'm regenerating all the vis data at the highest settings for the maps so we no longer have all those disappearing people in tunnels etc (e.g. the GDI side of the tunnel on volcano.

Post them here so I can fix them and we can see the fixed maps in BHS' 'core updates'

Subject: Map Bugs
Posted by Renx on Tue, 25 May 2004 11:07:44 GMT
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Glass shooting and crack shooting in C&C_Islands. Not vis errors, but you said bug, so

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Subject: Map Bugs
Posted by Dan on Tue, 25 May 2004 11:57:05 GMT
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You can shoot through the glass on the islands tunnels? and where in particular can you do these things.... can you post screenshots plz?

Heh I sounded like a right nub there :rolleyes:

(Btw I can only fix the bugs than can be sorted in the level editor.)

Subject: Map Bugs
Posted by KIRBY098 on Tue, 25 May 2004 12:01:18 GMT
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When coming down the ramp from the Nod bunker on field, heading to the GDI bunker, the charachter seems to skip, and catch. The closer one gets to the bottom of the ramp, the worse it gets.

Subject: Map Bugs
Posted by phlakaton on Tue, 25 May 2004 15:43:43 GMT
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Generating vis information on the highest settings probably won't help these maps... it was a system open to many flaws... it worked to about 60% capacity really. The real work is dont post vis calculation where you go into the editor and fix those drop-outs manually with the enter key...

and that didnt work all the time either... sometimes the mesh is just built in a manner that the calculations simply do not like.   Have fun! Maybe it'll work for you... cause it's that random!

Subject: Map Bugs
Posted by visorneon on Tue, 25 May 2004 16:16:37 GMT
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What about the window in the WarFactory? Do you think its a bit unfair being able to shoot into it, but not out? Any way you can change that?
Also another vis error, i suppose is on Field when on Nod, it seems nearly everytime you spawn in hand you fall through floor before you are properly spawned?

Subject: Map Bugs
Posted by phlakaton on Tue, 25 May 2004 16:21:55 GMT
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The falling thru the floor... hmm. Ya... either the spawn point should be moved or adjusted or I just dont have a clue about how to fix that... I guess nobody has the level editor files for that map either... oh well. War Factory... I guess collisions were not set on both sides... oversight I guess.

Subject: Map Bugs
Posted by Deactivated on Tue, 25 May 2004 16:29:37 GMT
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phlakatonWar Factory... I guess collisions were not set on both sides... oversight I guess.

It's a plane with 2Side setting. But the other side of the plane can't have bullet collision. In order to fix it you would have to make it a flat box.

Subject: Re: Map Bugs
Posted by Aircraftkiller on Tue, 25 May 2004 16:32:09 GMT
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TwA-DanI'm gathering a list of bugs to fix on the WestWood maps, because I'm regenerating all the vis data at the highest settings for the maps so we no longer have all those disappearing people in tunnels etc (e.g. the GDI side of the tunnel on volcano.

Post them here so I can fix them and we can see the fixed maps in BHS' 'core updates'

I wouldn't bother, I'm taking care of that for BHS and RenGuard. You're wasting your time...

Subject: Map Bugs
Posted by phlakaton on Tue, 25 May 2004 16:32:16 GMT
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nobody was allowed inside that garage in the beginning but it never got properly fixed once the players got in and started running around in there... wasn't ment to be playable area so ... oh well. It wasnt a well thought out plan I guess.

Subject: Map Bugs
Posted by Aircraftkiller on Tue, 25 May 2004 16:34:07 GMT
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The spawn point in Field was left in the Hand of Nod wall. You did that, didn't you?

lol It's an easy fix, along with most of the stuff to fix the levels in Renegade.

Subject: Map Bugs
Posted by Mad Ivan on Tue, 25 May 2004 16:34:31 GMT
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Map: C&C_Under/Skirmish00
Location: Left Side of Tunnel Entrance, next to AGT.

Noticed it today while playing on an European Server

Subject: Map Bugs
Posted by Aircraftkiller on Tue, 25 May 2004 16:35:04 GMT
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Keep posting them and I'll take care of the problems.

Subject: Map Bugs
Posted by Crimson on Tue, 25 May 2004 16:37:05 GMT
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To clarify this, TwADan said he would help try to fix vis errors in the official maps since it's a long arduous task. As far as other fixes, as long as ACK is still willing, he would be our first choice since he's in BHS. But keep 'em coming.

Subject: Map Bugs

Posted by Mad Ivan on Tue, 25 May 2004 16:37:20 GMT
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ill see if i can find more when playing tonight...

Subject: Map Bugs
Posted by Aircraftkiller on Tue, 25 May 2004 16:38:45 GMT
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Crimsonsince it's a long arduous task.

No it's not. I already fixed this stuff a long time ago, it's a really easy fix that'll take me about two hours of work.

Subject: Map Bugs
Posted by phlakaton on Tue, 25 May 2004 16:39:52 GMT
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the designers placed those spawns... I bet it's not inside a wall... why would we do that? But then again I dont think it's something that couldnt happen either with the way renegade was pieced together. Lol.

Subject: Map Bugs
Posted by Mad Ivan on Tue, 25 May 2004 16:42:39 GMT
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you fixed the c&C_under bug too, ACK?

phlakaton, is it possible to somehow fix the bug when your aircraft on flying maps can some time fly off the map?The same often happens when to aircraft collide, they both fly off the map

Subject: Map Bugs
Posted by Aircraftkiller on Tue, 25 May 2004 16:45:52 GMT
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They did just that.

Subject: Map Bugs

Posted by [Aircraftkiller](#) on Tue, 25 May 2004 17:00:26 GMT
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All known Under, Field, and Volcano issues are fixed now.

Subject: Map Bugs
Posted by [Mad Ivan](#) on Tue, 25 May 2004 17:17:09 GMT
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That picture is...erm...

Good job on the bug fixes

Subject: Map Bugs
Posted by [Deactivated](#) on Tue, 25 May 2004 17:50:34 GMT
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AircraftkillerThey did just that.

http://dynamic6.gamespy.com/~renalert/forum/uploads/post-5-1085503827.jpg

Too much work and lack of sleep?

Subject: Map Bugs
Posted by [Dan](#) on Tue, 25 May 2004 19:12:26 GMT
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Dont need me? Ok... just gimme a shout if you need anything

Subject: Map Bugs
Posted by [Renx](#) on Tue, 25 May 2004 20:08:44 GMT
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We need you......to continue making more maps. Whether it's for a mod or the real game, I don't know why you weren't mapping earlier, you seem fairly good at it.

So Aircraftkiller are you going to fix the glass shooting and crack shooting on Islands too?

Subject: Map Bugs
Posted by [YSLMuffins](#) on Tue, 25 May 2004 21:20:21 GMT

Oh God!   To the contrary, fixing the VIS glitches on the official maps shouldn't be a long arduous task. Don't regenerate the VIS data! Save yourself some time and just create additional manual VIS points and repartition the culling systems before saving!