Subject: C&C_Walls_Flying
Posted by roszek on Fri, 16 Jan 2015 21:18:05 GMT
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I'm looking for the lvl files does anyone know where I might get them?

Subject: Re: C&C_Walls_Flying
Posted by dblaney1 on Fri, 16 Jan 2015 21:24:22 GMT
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roszek wrote on Fri, 16 January 2015 14:18I'm looking for the lvl files does anyone know where I might get them?
 Looks like it was never released. You'll probably have to fire up levelredit and decompile it, generate lighting, pathfinding, and vis. Also spend some time adding some manual vis points. I did this for a few maps that were broken in 4.1 recently (Pacific, Land, etc.)

Subject: Re: C&C_Walls_Flying
Posted by Gen_Blacky on Sat, 17 Jan 2015 05:38:15 GMT
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The best thing to do is resetup the map for flying if you dont have the flying lvl file but have the normal lvl file.

I think I made this .lvl file back in the day but not sure. Check it out.

File Attachments
1) C&C_Walls_Flying.lvl.zip, downloaded 234 times

Subject: Re: C&C_Walls_Flying
Posted by Mauler on Sat, 17 Jan 2015 07:12:15 GMT
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Blacky does that include the VIS sectors rendered for flying?

Subject: Re: C&C_Walls_Flying
Posted by roszek on Mon, 19 Jan 2015 20:50:19 GMT
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Gen_Blacky wrote on Fri, 16 January 2015 22:38The best thing to do is resetup the map for flying if you dont have the flying lvl file but have the normal lvl file.

I think I made this .lvl file back in the day but not sure. Check it out.

I ended just using the regular non-flying lvl. Was a big project setting up the viz for flying as the glitches seemed infinite.

I think Iran added a fix to the flying map is why I thought someone might have the lvl, but I guess not.