
Subject: C&C Mars

Posted by [Griever92](#) on Thu, 21 Aug 2003 05:16:51 GMT

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Nod's Construction Yard in Mars has no first floor. the objects and all are there, but the actual floor is missing (1st floor only) and the collision is off as well, so as soon as you enter the Con Yard, you float down to the 2nd floor

Subject: C&C Mars

Posted by [Aircraftkiller](#) on Thu, 21 Aug 2003 05:19:45 GMT

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It's no "critical bug" for anyone but you and the others who have the outdated version of Basin. How many times have I had to write this?

Go to <http://www.cncden.com>. Download Basin from my levels page. Go to the Renegade\Data directory, delete the C&C_Basin.mix\C&C_Basin.thu files and unzip the contents of the Basin level into the data directory. Run Mars again.

Viola, Construction Yard interiors are fixed.

Subject: C&C Mars

Posted by [PiMuRho](#) on Thu, 21 Aug 2003 05:35:17 GMT

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Isn't it a bad idea to rely on people already having other files to run your maps?

Subject: C&C Mars

Posted by [Aircraftkiller](#) on Thu, 21 Aug 2003 05:48:43 GMT

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No, not at all in this situation. That's how the preset tree works. The Construction Yard interiors were never included with Renegade, hence I had to use the supplied version from WS to create the W3D to use in the interior.

When the first Basin was released, it had an elevator instead of a ramp leading down. Since the elevator didn't work, the ramp had to be installed, which I did overnight upon finding out that the interior wasn't functioning properly. The new version went up four days after the first version was released. This means some people still have the bad version, but it's only a few people.

The rest use the new version of the interiors. It's almost unavoidable besides creating a new preset for the interior of the Construction Yard and I really like to avoid doing that wherever possible.

Subject: C&C Mars

Posted by [Demolition man](#) on Thu, 21 Aug 2003 10:19:39 GMT

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but what if ppl don't have that map at all? does it work correct then?

Subject: C&C Mars

Posted by [Deactivated](#) on Thu, 21 Aug 2003 15:08:19 GMT

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<http://www.n00bstories.com/image.fetch.php?id=1162547718>

What that rocket launcher does there?

Subject: C&C Mars

Posted by [maj.boredom](#) on Thu, 21 Aug 2003 17:05:58 GMT

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AircraftkillerHow many times have I had to write this?

A majority of the users dont follow these forums, or any other for that matter. You going to have to keep doing this as long as you want to support this version of the map.

PiMuRholsn't it a bad idea to rely on people already having other files to run your maps?

Yes, it is. This view point is the standard business practice for in any type software released (updates excluded). You can't rely on the user to be as informed as the developer (i.e. undisclosed requiired files).

Yes, I can see how it's more efficent to develop it this way, but it's a pretty big flaw from an end user stand point.

Subject: C&C Mars

Posted by [Griever92](#) on Thu, 21 Aug 2003 18:23:07 GMT

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SeaMan<http://www.n00bstories.com/image.fetch.php?id=1162547718>

What that rocket launcher does there?

Hey Seaman, whered you get that Recticle/Aimer

Subject: C&C Mars

Posted by [Aircraftkiller](#) on Thu, 21 Aug 2003 19:52:10 GMT

maj.boredomAircraftkillerHow many times have I had to write this?

A majority of the users dont follow these forums, or any other for that matter. You going to have to keep doing this as long as you want to support this version of the map.

PiMuRholn't it a bad idea to rely on people already having other files to run your maps? Yes, it is. This view point is the standard business practice for in any type software released (updates excluded). You can't rely on the user to be as informed as the developer (i.e. undisclosed required files).

Yes, I can see how it's more efficient to develop it this way, but it's a pretty big flaw from an end user stand point.

:rolleyes:

Always gotta toss in your worthless cent, don't you?

The interior of the Construction Yard is in every level I create. The proper version, anyhow. The only exception to that is the first version of Basin. If you have that, Renegade will (For some God-only-knows reason) read the interior W3D from that *.mix file instead of the level you're using, which means you see the problem. I don't rely on any assets from anything but standard WS levels\Glacier Flying\Always.dat\Always2.dat (Because no one deletes them) because I know what will happen.

It's all traced back to the way Renegade handles the files it looks for. If you open the level for inspection, take out the mgcon_int_lm003.w3d file and view it in W3D Viewer, you'll see that the interior is exactly how I described it, leaving the problem with Renegade and no one else.

All you have to do is replace or delete the Basin (NOT BasinTS) file and that will fix everything.

Subject: C&C Mars

Posted by [maj.boredom](#) on Thu, 21 Aug 2003 22:29:14 GMT

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The scary part is, we almost had an intelligent conversation together, but you nipped that in the bud with your first sentence, didn't you?

You see, until you last post, we were under the impression that you were purposely drawing the information from the old version of Basin. You've cleared the confusion up by saying Renegade does this "for some God-only-knows reason" only if you have the old version and it does not do this if you have no version at all.

If you think my comments about "Best Business Practices" are worthless, you've got a lot to learn about business. We can see now how it doesn't apply, but it is the way things are done in the real world; And it does answer PiMuRho's question.

Subject: C&C Mars

Posted by [Aircraftkiller](#) on Thu, 21 Aug 2003 23:18:29 GMT

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This isn't a business. Pay me and I'll do a much better job.
