
Subject: Concerning Problems people are having with Newer maps...UberMapPack
Posted by [Alkaline](#) on Wed, 21 Sep 2005 05:13:57 GMT

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Many people have downloaded maps from a variety of places, I know unrules has served over 79 Terabytes of downloads from our main site since we started.

One of the things we learned the hardway were map conflicts, more specifically errors/bugs and even crashes when 2 or more maps used certian aspects of each that cuased renegade to go crazy.

Over the years, it became known of certain conflicts. AircraftKiller's maps are the most notorious for this. But some others cause problems as well.

Recently, Zunnie released UberMapPack. This is really cool way to help people download all the maps, but thier is a hidden problem. CRASHES... Thier about 20 or so conflicts, you simply can't have these maps together in your data folder.

Generally the way to solve this probolem is to keep the better map and toss the other one by deleting the map's .thu file and .mix file.

Here is an example of the conflicts:

BasinTS & Country_MeadowTS conflict with the Original BASIN.mix and any other original ACK map that used the conyard : It may crash your game or if you spawn in the Conyard you won't see the stairs to get out.

Port, port_ai, conflicts with Clover.mix, texture gltich may cause you to crash.

Egypt.mix conflicts with Cairo.mix, may cause a crash.

Killer_Cove: Man, this map just screws up so many things... just delete and delete the .thu file...

IslandsEVO: Ok first of all I admit this was just me and BlazeDragon messing around, but their is a reason its no longer in rotation: Skins used by this map will screw up any map that uses TOW Humvee skin, may cause turrets to show up as black, and may cause you to crash on any map that uses celing guns.

I could go on, but the point I'm trying to make is that, while yes its nice to have new maps, not all of them get along. So if you are crashing on particular map its most likely thier is a conflict with another map.

Anyone downloading the UberMapPack needs to go back and sort out the conflicts. Usually the conflicts generally happen with differnt version of the map, latest example: Marsh_beta vs. marsh_beta_2.

I would suggest zunnie to restructure the mappack a bit, e.g. no use in including the Original Bunkers when BunkersTS is a better map on the same design.

This will solve some problems.
