
Subject: Field one man wall jump server side fix
Posted by [Goztow](#) on Sun, 02 Sep 2007 16:37:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

As you may or may not know, people have found a way to wall jump some walls on Field on their own, including the wall at the side of the gdi refinery. This is possible due to a designer's mistake in the original map (invisible slope).

Anyway, we made a small server side fix for it, very basic: a red laser fence at the right spot. It does NOT stop normal wall jumping, it DOES stop wall jumping on your own.

It's included as attachment. When installing it, first delete `c&c_field.thu` , then copy-paste the `.ldd` - file to your data-folder, then restart your fds.

Do not do this while the map field is running.

Warning: if you already have your own server side modification on field, then you'll need to make your own solution to this (can be based on ours). To make this easier, we included the `.lvl` - file.

The fix also includes the spawn-fix that was added in core patch 1.

Edit: for people that just want to have the fix, ignore the `.lvl`-file and just install the `.ldd` - file as explained above!

Screenshot of the Nod-side:

File Attachments

- 1) [field_one_man_wall_jump_fix.zip](#), downloaded 190 times
- 2) [field.jpg](#), downloaded 512 times

