
Subject: C&C Mars

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

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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.

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.

: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 verison, 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.
