
Subject: Re: Map errors with 4.1

Posted by [danpaul88](#) on Mon, 10 Feb 2014 13:50:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

1.1.1.5 (the current public version) is the first "works in 4.1" version of that map as I recall, but I'm not sure it'll be much help since I actually redid the zones and whatnot on TS_Crossroads for a different reason at the same time I was fixing it.

I believe you can see the same problem on TS_Snow, with the Nod harvester getting stuck on the edge of the gate in the 1.1.0.0 version and working in 1.1.1.5 after only re-doing pathfind.

When I'm home from work I'll be able to grab the "broken" maps individually from the FTP server so you can just drop them on top of the current version and compare, so if you need me to do that give me a shout on Skype in about 5 hours or so, if you're still up, or leave me a task on Trello or something.
