Subject: Re: Important notice for all renegade mapmakers
Posted by Jerad2142 on Tue, 11 Feb 2014 23:11:21 GMT
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Gen_Blacky wrote on Tue, 11 February 2014 15:00Most maps shouldn't have id collisions. I thought leveledit was good at managing that by auto setting different ids?
Not a common problem I have seen.

Jerad Gray wrote on Tue, 11 February 2014 12:51It should be an option in the servers config to ignore the ID issues and attempt to run with them, I know there are a lot of ID collisions that can have no impact on the game what so ever. For example terrain ID collisions don't seem to cause any issues with the net code (at least if its just collisions with other terrain objects).

Waypoints also can be fine if they have collisions, as long as the object they collide with has a lower importance.

There is a setting that allows you to set the start of the ID range, I haven't pinned down how far this range extends exactly however I have been able to pin down that when you delete objects off the map LE doesn't try to recycle the freed ID's by default. Instead, it continue to increment the ID from what it was last at, if you switch computers or reinstall LE the ID range will reset to what it was originally at, if you forget to bump it up it will allow you to place duplicate ID's all over the place.

ECW is up to 600000 for the main map now, and I completely forgot to bump it back up when I moved to my new computer, I started placing the new terrain, did a check ID and had over 400 ID conflicts.