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Subject: Re: Important notice for all renegade mapmakers

Posted by [Jerad2142](#) on Fri, 14 Feb 2014 18:28:32 GMT

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Gen\_Blackx wrote on Wed, 12 February 2014 01:17

Quote: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.

That sounds like a horror story. When you have huge amount of presets and objects on a map like ecw and forget about the ids I can see how you would run into trouble.

I bet a simple tool could be made to fix that problem. At least I hope so for your sake.

Running "object - fix ID collisions" like Jonwil says does work, I'm just wary of doing that as there are a few tile objects on the map that are referenced by scripts, as well as simple and vehicle, and I'm uncertain what priority what takes when correcting ID's, so I'd rather hand fix them then find out 3 months from now that San Casina has been crashing because a pop machine had its ID mapped wrong lol.

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