
Subject: War factory die zones

Posted by [Goztow](#) on Sat, 06 Oct 2007 15:49:52 GMT

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On islands and complex, the warf die zones seem very big: meds or infantry that run close to the warf get killed.

Anyway, I've been talking with danpaul about this and we tried to solve it server side, that didn't work. The die zone doesn't seem to be in the server side file.

Then we thought that maybe it could be solved client side, however without it being a fanmap. Here's where we're stuck: does anyone know how to do this (I think core patch did similar changes)? Any help is welcome. The idea is that people with the client side fix wouldn't get the problem, people without it would probably still get it but the map on the server would be the original islands-map.

Thanks.

Subject: Re: War factory die zones

Posted by [IronWarrior](#) on Sat, 06 Oct 2007 22:12:48 GMT

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Goztow wrote on Sat, 06 October 2007 11:49: On islands and complex, the warf die zones seem very big: meds or infantry that run close to the warf get killed.

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Thanks.

I've haven't really looked into it, but I've believe it's caused by the vehicle construction script zone, making it smaller might stop it.

Not sure though, this is my theory on it.

Subject: Re: War factory die zones

Posted by [Yrr](#) on Sun, 07 Oct 2007 00:03:47 GMT

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The vehicle construction zone is server-side. Afaik, Renegade copies the position and size from the construction zone to the vehicle factory when initializing it, so modifying the zone after the factory was initialized will not change anything.

For Resurrection, I'm thinking about removing construction zones at all. Only objects, which collide with the constructed vehicle should be killed. So you can even stay inside the war factory construction zone without getting killed, if the vehicle doesn't collide with you.

Subject: Re: War factory die zones
Posted by [IronWarrior](#) on Sun, 07 Oct 2007 05:21:10 GMT
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Yrr wrote on Sat, 06 October 2007 19:03The vehicle construction zone is server-side. Afaik, Renegade copies the position and size from the construction zone to the vehicle factory when initializing it, so modifying the zone after the factory was initialized will not change anything.

For Resurrection, I'm thinking about removing construction zones at all. Only objects, which collide with the constructed vehicle should be killed. So you can even stay inside the war factory construction zone without getting killed, if the vehicle doesn't collide with you.

As it is server side, then it can be easy fixed.

Edit the maps in the server, load them them, fixed.

Subject: Re: War factory die zones
Posted by [danpaul88](#) on Sun, 07 Oct 2007 08:37:23 GMT
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We tried that. I made the zones smaller than a buggy in the very center of the WF bay and they STILL killed vehicles outside the WF walls.

Subject: Re: War factory die zones
Posted by [Yrr](#) on Sun, 07 Oct 2007 10:35:46 GMT
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And how did you make them smaller?

Subject: Re: War factory die zones
Posted by [danpaul88](#) on Sun, 07 Oct 2007 10:57:15 GMT
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Loaded the LVL from the westwood FTP into level edit, and manually resized them, saved the

level and loaded the .lsd file onto the server. Perhaps that's not the best way to do it, but it works for adding new items server side.

Subject: Re: War factory die zones
Posted by [Goztow](#) on Sun, 07 Oct 2007 11:44:33 GMT
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That's why we thought it's not server side. Any more ideas?

Subject: Re: War factory die zones
Posted by [Yrr](#) on Mon, 08 Oct 2007 18:26:35 GMT
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danpaul88 wrote on Sun, 07 October 2007 12:57 Loaded the LVL from the westwood FTP into level edit, and manually resized them, saved the level and loaded the .lsd file onto the server. Perhaps that's not the best way to do it, but it works for adding new items server side.

.lsd ist static level data. Scripting zones of any kind are dynamic objects, so you have to replace the .ldd.

Subject: Re: War factory die zones
Posted by [danpaul88](#) on Mon, 08 Oct 2007 19:03:40 GMT
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From what I understand the ldd is not server side?

Subject: Re: War factory die zones
Posted by [Yrr](#) on Mon, 08 Oct 2007 19:35:30 GMT
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The .ldd is ONLY server-side. The .lsd is the one being both, client- and server-side.

Subject: Re: War factory die zones
Posted by [The Elite Officer](#) on Tue, 09 Oct 2007 16:42:38 GMT
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Yrr wrote on Mon, 08 October 2007 15:35 The .ldd is ONLY server-side. The .lsd is the one being both, client- and server-side.

This is true

Subject: Re: War factory die zones
Posted by [jnz](#) on Tue, 09 Oct 2007 17:15:10 GMT
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I was able to resize the zone just fine with just a server side mod, in the usual way.

Subject: Re: War factory die zones
Posted by [IronWarrior](#) on Tue, 09 Oct 2007 17:45:58 GMT
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Replacing the .lsd file can cause crashes in the map.

All you ever need to change in a server side mod is the .ldd file.

Hmm, might test the resizing idea later if am not lazy.

Subject: Re: War factory die zones
Posted by [Goztow](#) on Wed, 10 Oct 2007 19:28:42 GMT
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!n00b danpaul for sending me the .lsd instead of the .ldd...

Subject: Re: War factory die zones
Posted by [Xpert](#) on Wed, 10 Oct 2007 21:18:27 GMT
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I gave up on trying to fix this. I tried what Goztow tried but that didn't seem to work.

Btw, Mesa is also another map with the zone way too big. It's a bi*** in clanwars because your trying to use the wall to dodge arty shots and you get owned by the harvester coming out of the WF.

Subject: Re: War factory die zones
Posted by [InternetThug](#) on Thu, 11 Oct 2007 12:56:47 GMT
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xpert ..

anyways, you guys should fix all the buildings so you can hit them from anywhere on the map without deadzones where you don't get points!11!!

Subject: Re: War factory die zones
Posted by [Goztow](#) on Thu, 11 Oct 2007 18:43:09 GMT
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Xpert wrote on Wed, 10 October 2007 23:18 I gave up on trying to fix this. I tried what Goztow tried but that didn't seem to work.

Btw, Mesa is also another map with the zone way too big. It's a bi*** in clanwars because your trying to use the wall to dodge arty shots and you get owned by the harvester coming out of the WF.
Oh well, thanks anyway, mate.

Subject: Re: War factory die zones
Posted by [Chuck Norris](#) on Fri, 12 Oct 2007 01:28:09 GMT
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This has annoyed me to no end on Islands. Definitely the worst there. Never noticed it on Complex much, probably because I don't take a tank around that way often. Another map not mentioned that it happens on alot is Volcano.

Subject: Re: War factory die zones
Posted by [Goztow](#) on Fri, 12 Oct 2007 07:11:43 GMT
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Any of the other experts willing to give it a try?

Subject: Re: War factory die zones
Posted by [jnz](#) on Fri, 12 Oct 2007 10:33:02 GMT
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RoShamBo wrote on Tue, 09 October 2007 18:15 I was able to resize the zone just fine with just a server side mod, in the usual way.

some other things mess up, though, dunno why.

Subject: Re: War factory die zones
Posted by [StealthEye](#) on Sat, 13 Oct 2007 00:40:07 GMT
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The zone collision detection is inaccurate. It kills objects outside of the zone as well. I have fixed this and we are currently testing it in the BlackIntel servers. TK2 should follow soon (as soon as we are sure it is mostly stable). It will be released but currently not sure how and when.

Subject: Re: War factory die zones
Posted by [Goztow](#) on Sat, 13 Oct 2007 08:15:51 GMT
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StealthEye wrote on Sat, 13 October 2007 02:40The zone collision detection is inaccurate. It kills objects outside of the zone as well. I have fixed this and we are currently testing it in the BlackIntel servers. TK2 should follow soon (as soon as we are sure it is mostly stable). It will be released but currently not sure how and when.

Subject: Re: War factory die zones
Posted by [Tunaman](#) on Sat, 13 Oct 2007 10:48:37 GMT
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Nice. =]
The stuff on islands and complex is annoying. :\

Subject: Re: War factory die zones
Posted by [Carrierll](#) on Sun, 14 Oct 2007 11:29:34 GMT
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I reckon I've lost about 1,000,000,000 worth of med tank to that bug. Yay for BI!
