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## CUSTOM MAPS FIXED!!!!

Posted by kaTana - 2008/04/24 01:08

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ORCA,

I hope you pick up this post. I have fixed the problems with the custom maps on the server.

This is what we need to do.

.iwd files go in the kbdclan\_awe4 folder....both on server and redirect (odin3)

.ff files go in usermaps folder.....both on server and redirect (odin3)

DO NOT PUT .IWD IN USER MAPS, this causes loop. Also make sure iwd's are not in your local pc usermaps folder. Clan will need to delete all usermaps and re-download.

Problem is that some iwd files contain more than just images. 'Image only' iwd's do work in usermaps, but others have to go in mod folder. However you can't mix them...so all MUST go in mod folder.

I've tested 5 maps and all work, however, the first time you load a map, it will crash after entering....this is normal (known bug), just reconnect and it's fine from then on.

Maps I have added are as below. Please adjust odin3 as necessary.

mp\_bridge  
mp\_matmata  
mp\_dhc\_carentan  
mp\_dawn\_beta2  
mp\_village

I have changed redirect to rackage to test. I also had to add iwd's to my kbdclan\_awe4 folder manually as rackage too slow from server 3k/sec. If loaded on odin3, clan won't need to do that.

Stuff about v1.5 fixed is a load of tripe.

We can also combine all .iwd's into one single file (if we fixed that maps we want to use). I'll look at how to do this tomor.

Happy days.

kaTana

:rock:

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## Re:CUSTOM MAPS FIXED!!!!

Posted by ORCA - 2008/04/24 09:47

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Okey dokey.

All .iwd's have been removed from the redirect usermap folders and are now solely in the kbdclan\_awe4 folder.

Found this Post on another forum and they agree with your findings, but also states some maps don't work this way ! so they are just a bloody nightmare !

But for the clan we will muddle on :silly:

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## Re:CUSTOM MAPS FIXED!!!! UPDATE

Posted by ORCA - 2008/04/24 15:01

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OK, update

I have raised a support ticket with Rackage and they have mirrored our kbdclan\_awe4 folder onto there ftp server, so i have changed the redirect to go to Rackages Repository and the proof in the pudding will be to delete your local kbdclan\_awe4 folder and the custom maps listed then join the server and see if it works fine (apart from the first time map disconnection thing)

Apparently the server shouldnt try to download the .iwd's from the Rackage Server's Usermaps folders because they arent in our Game Servers folders (in theory)

Well there is only one way to see if they work...

Lookie Here we are the first Clan on Rackage to have there own Mod folder :army:

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## New CUSTOM MAPS

Posted by ORCA - 2008/04/25 13:58

Rackage have kindly put the following map iwd's into our mod folder:

mp\_jordan.iwd  
mp\_mtl\_the\_rock.iwd  
zzz\_mp\_pk\_harbor.iwd

We have played Harbor before - its the snowy Harbor one, the other 2 we have never tried before, but Andy tried them last night and verified that they worked...

But i think Jordan was a bust (no pun intended) but Andy found this out after i had submitted the ticket to Rackage...

and hopefully mp\_burgundy\_bulls will be on in abit too (untested)

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## Single Minded Server

Posted by ORCA - 2008/04/28 13:55

Ok, i thought i would post this up just incase people are getting fed up with the server.

Due to we now have the new Custom Maps, which people seem to like we have to play it in either Team Deathmatch or Deathmatch due to the fact that all maps support this. And i think people are starting to get bored of just 2 gametypes.

So, the only way around this is to try out all of the maps and see if they do truely support the gametypes they claim to support. I know Carentan was a bust with S&D but Eddie said the Bridge worked with S&D !

The downside will mean a couple of nights of possible half games, due to maps not fully supporting game types or even failing to load completely due to none support.

The one Map that seems to be a big winner is The Rock, i am a fan of this map, and it claims to support all gametypes, fancy HQ or Domination on this map, or worst still Sabotage !!!

Please post your honest opionins, its ok we are thick skinned ;)

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## Re:Single Minded Server

Posted by Dazboy - 2008/04/28 15:05

Thick skined and short sighted by how many time's you killed me the other night .

Didnt think you liked friendly fire:woohoo:

Only got a couple of mins on the rock map but it looks great need HQ and S&D on this map Deff OO.

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Got orca a cracking shot from light house with G3 while he was running across the roof:woohoo: :woohoo:

:bravo:

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## Re:Single Minded Server

Posted by Pooty - 2008/04/29 13:36

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no probs with the half games while we sort out gametypes etc.... The rock is a bloody good map..... just playing Free for all & TDM was good... just have to see whether will suit HQ & SD.....

:atank: :atank: :atank: :atank:

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