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CnCMaps Map Editing Forums _ Modding Discussion _ Coding Mistakes and useless things in inis by EA Games

Posted by: Yayo01 Jan 29 2009, 06:16 AM

Since DeeZire.net will get shutted down forever (i hope not). I will try to salvage all the things beng, me and the others posted on the board at DZ.

Original thread before it disappears: http://www.deezire.net/forums/generals-zero-hour-editing/8783-coding-mistakes-useless-things-inis-ea-games.html

Guys, help me out salvaging this interesting bug list thread made for ZeroHour.

QUOTE (beng)

Just thought i would start a thread where we can collate a list of coding mistakes in EA games ini files so we can fix them in mods. I am referring to things like duplicate modules within the same object, bad module tags with spaces in them, duplicate KindOf flags, useless modules with unworkable parameters and so on.

To start the ball rolling, in Zero Hour, DemoGeneral.ini see the bottom of the Demo_GLABarracks object's code block. There are 2 modules that are useless for this object there, they are taken from a GLA worker and in the worker they serve to switch command sets, but the barracks never uses them, so they just sit there wasting CPU cycles checking to see if the user has switched command sets when he will never use them.

Also, Demo_GLAInfantryWorker has a lot of useless modules making him do weaponset upgrades etc in a vain attempt to make him get the terrorist suiciding ability when there is no provision to give him a command to trigger the suicide weapon. There is a Demo_GLAWorkerCommandSetUpgrade in CommandSet.ini but this is not enabled in the worker object code.

Actually a lot of the Demo General's buildings have that useless suicide power, which has a weapon whose radius of damage is so small that it cannot kill any enemies unless their are in the middle of the building. Demo_FakeGLACommandCenter for example, uses FakeStructureDetonationWeapon as it's death weapon, and the primary damage radius of that is only 50, whereas the structure is 65 in radius, so the enemy will at most get the secondary damage, which is only 50.

Im Zero Hour FactionBuilding.ini - GLASneakAttackTunnelNetworkStart There are two IMMUNE_TO_CAPTURE flagsin the KindOf list.

In Generals FactionUnit.ini, ChinaTankGattling has two AiUpdateInterface modules and AmericaInfantryRanger has a ProductionUpdate module when it doesn't produce anything. AmericaVehicleHumvee has an AIUpdateInterface as well as a TransportAIUpdate module, the former is redundant.

In Generals and ZH CivilianUnit.ini, Humvee1 and UNSoldier both are lacking the KindOf flag ATTACK_NEEDS_LINE_OF_SIGHT, which makes them shoot through buildings and hills. There is also MilitiaTank which similarly lacks that KindOf, although because it fires projectiles, the shells will hit the obstacles in the way.

CivilianVehiclePTBoat is missing an ExtraPublicBone statement, which results in the Technical gunner being drawn at the object origin rather than attached to the Dum_Turret bone on the deck as it should be

IN ZH, AmericaVehicleTomahawk, Lazr_AmericaVehicleTomahawk, SupW_AmericaVehicleTomahawk, and AirF_AmericaVehicleTomahawk, all have a CreateCrateDie module whose module tag is "ModuleTag SalvageData" with a space in it. As a result, the game interpretes the module tag as "ModuleTag" and ignores what comes after the space.

AirF_AmericaJetRaptor has two PointDefenseLaserUpdate modules, the second one has the ScanRate = 0

All the American faction aircraft that have CountermeasuresBehavior have

FlareBoneBaseName = Flare

When i have so far not found any aircraft models which have bones named Flare*

The various ScudStormDamageWeapon weapons in weapon.ini all forgot to add NOT_SIMILAR to the RadiusDamageAffects = line, which results in the scud storm projectiles damaging each other as they explode. This usually is ok since they gave the projectiles a very high health, but in mods where i have decreased the health to make the scud storm missiles shootable, they blow each other up.

The Chinese propaganda centers (for all China generals) have no radar priority. Also it has no death OCL so it does not make pieces of junk when it dies.

Posted by: Beng Jan 29 2009, 05:54 PM

Deezire really is a useful resource, lots of modding info that is found nowhere else is there. Really hard to find things like how to make tank tracks move or glass textures on buildings is found there. It might be worth using some website downloading program to download that whole website and save it for future reference. This one for instance: http://www.httrack.com/

Posted by: roxas Jan 29 2009, 10:49 PM

Here's more.

And it has a useless ArmorUpgrade module, as do all China buildings - they have no upgraded armor set. It is important in that the more modules an object has, the more it demands from the CPU. This is why the object CINE_USA04_PARADROP_AmericaInfantryRanger has a lot of modules commented out, with the comment ; - Removed to *hopefully* improve USA04 Framerate.

Because at the start of USA04 there are a load of these objects being dropped by parachute onto the Iranian oil fields, and if they had all their modules they would slow the frame rate down significantly.

Where possible it is good to reduce the number of modules by removing useless ones, and combinig them into single modules that can do the job of 3 or 4 different modules.

For example, all of these 4 modules:

FXListDie

DestroyDie

CreateObjectDie

FireWeaponWhenDead

Can be combined into a single module:

InstantDeathBehavior

FX =

OCI =

Weapon =

You brought up a good point about the **Marauder**. It is meant to have a **turning turret** but they forgot to put the Turret code in the AlUpdateInterface module. Adding to that it's jerky locomotor, it makes it waste a lot of time jerking around before it can fire. Also it cannot fire whilst moving, unlike other tanks.

And this is not really that important but have you noticed how when the GLA terrorist explodes by his own action, he does the exploded flailing death animations, but when he is exploded by enemy fire (fire, explosion, or crush type weapons) he does the non-exploded death animations although his dynamite pack goes off? Anyway, i found out that the **ArmorUpgrade** module in **Chinese buildings** that have no upgrade armor set is **not useless after all**. It enables the upgrade from standard mines to EMP mines. The Generateminefield behavior is unable to tell the game engine that it needs a second upgrade, so if there is no other module that needs the EMP mines upgrade, it does not let you buy it, saying "conflicting upgrade cannot be purchased".

Another thing i noticed, which is not really a bug, but which does show the concern over having too many modules in objects is the difference between **trees** in Generals and trees in Zero Hour. In Generals most of the trees can be **burnt by fire**. In Zero hour only a few types of trees (like the palm trees) can catch fire. Still it looks odd when you drop a fuel air bomb or MOAB in Zero Hour and the buildings are blown to bits and the trees are unaffected.

They cut out some modules from the trees in Zero Hour to try and save frame rate in maps with many trees (hint to map makers: don't put so many trees, just put some to greate a visual effect of a forrest, not an actual forest, like the world builder manual says).

Another thing, i don't know if it is a bug, is that the **AmericalnfantryPilot** upgrades to a **slower** locomotor when he has HEROIC veterancy. Maybe the extra rank bar on his uniform is so heavy that it slows down his movement? In Zero Hour, the **AmericaJetCargoPlane** (and the corresponding faction versions) the **DeliverPayloadAlUpdate** module has:

DropDelay = 1000; time in between each item dropped (if more than one)

The effect of this is that when you make a map with scripts that do paradrops of reinforcement teams from these planes, they drop their passengers far appart and all over the place and sometimes have to come around several times to try again.

Compare this with the value of 300 for the China and GLA transport planes, which is more sensible. The Generals version of AmericaJetCargoPlane also has DropDelay = 300, i don't know why they changed it for Zero Hour.

Tip for map makers: if making a single player map where Americans do reinforcement team paradrops, you can use a map.ini to mod the American cargo plane to drop at 300ms (or even 150ms) intervals. Otherwise, use a B-52 or a Chinese cargo plane to do the drop. In Zero Hour, in SUUserInterface512.INI, there are two cameo pictures with the same name:

Code:MappedImage SSRadarVanScan Texture = SUUserInterface512_004.tga TextureWidth = 512 TextureHeight = 512 Coords = Left:311 Top:101 Right:371 Bottom:149 Status = NONEEndMappedImage SSRadarVanScan Texture = SUUserInterface512_004.tga TextureWidth = 512 TextureHeight = 512 Coords = Left:249 Top:51 Right:309 Bottom:99 Status = NONEEndThe result is that only the second image (radar van on black background with red circle and green thing) is ever seen in the game. The other image, of a radar van on a black background with blue horizontal circles, is never seen.

To see the images referred to, open English.Big and SUUserInterface512_004.tga in a graphics editor/viewer. In CommandButton.ini all the buttons associated with firing the particle uplink cannons or laser cannons of the various America generals have two CursorName fields. Only the second one gets used as it overrides the first one.

Posted by: Beng Jan 30 2009, 08:35 AM

Here's a new one: Dragon tanks have a FlammableUpdate module but their armor cannot be damaged by flame, so delete the module, it's useless.

Also, on microwave tanks the tread textures on the front and back of the treads animate backwards! It's hard to see because of the heat particle effect but if you force fire the tank so it turns off the heat weapon, then tell it to move, you can see it, or look at it in a map in worldbuilder.

Posted by: n5p29 Jan 30 2009, 10:11 PM

More backup. I'll show them in quote tag for each post:

QUOTE

All the image coords in MappedImage files (the ini files in

\Data\INI\MappedImages\TextureSize_512\) are one pixel too great. They started counting from 1,1 as the top left corner instead of 0,0.

As a result, if you look carefully at all the cameo images, you can see either a black strip or a one pixel strip of another image along two edges.

QUOTE

Demo_GLAStingerSite has duplicate FireWeaponWhenDeadBehavior modules that both fire Demo_SuicideDynamitePack on DeathTypes = NONE +SUICIDED . One is ModuleTag_Death18 and the other is ModuleTag998.

QUOTE

Tank_ChinaVehicleListeningOutpost and Nuke_ChinaVehicleListeningOutpost have the wrong kind of AI module. They have AssaultTransportAIUpdate when they shold have TransportAIUpdate. The vanilla China and Infantry general's listening outposts have the correct module.

The AssaultTransportAIUpdate is meant for standard troop crawlers or other vehicles that are meant to deploy and thus eject their passengers to attack a target. It is not meant for vehicles which allow the passengers to fire out of them without having to get out of the vehicle.

QUOTE

One thing that really bugs me with Zero Hour is the duplicate objects per each sub-faction. Units generally have faction-related changes, but the vast majority of buildings are no

different. It would have made sense to grant each faction their own upgrade (maybe even hard code it, like with veterancy upgrades for example) in order to apply relevant command set upgrades.

As an example, the Supply Drop Zone is no different between any of the four American factions, but each one has their own object.

Given the amount of duplicates, much space is wasted and again CPU usage may be a factor.

Or are the duplicates necessary for AI scripting?

QUOTE

You are right there are a lot of duplicates, many of which are not even used in the game (for example all the different China factions have their own overlord gattling turrets, but their overlord tanks all use the standard China one, and all America factions have their own vehicle drone objects, but their vehicles only use the vanilla America ones).

I guess the plan was that each faction should have their own special types of everything but they did not get round to fully implementing the differences. You see clues that they were meant to be more different than they are in the fact that there are lots of unused sounds, strings, model art, button cameos, etc for different variants of units, like the laser ranger, laser aurora, laser comanche, laser humvee, nuclear tank hunter, hypersonic aurora, laser paladin, etc. I made use of some of these in my Laser-Demo-Nuke mod.

You are also right in the scripting use of these things. Especially in the Generals challenge maps where you have different factions fighting each other, object type lists are used to draw up attack priorities, targets for superweapons, and other things in scripts, so that the computer player can, for example, fire his particle beam at the nearest superweapon object belonging to the human (using an object type list of all the superweapon buildings of all the feactions EXCEPT the type belonging to the computer player's faction, so that he doesn't shoot his own building).

There should have been scripting commands to make this unnecessary (like the ones in the UNUSED script folder which are supposed to let an object use a command button on the nearest enemy object KindOf), but they were not implemented properly in Zero Hour and do not work.

QUOTE

All of the units inside GC_Chem_GLAUnits.ini,GC_Slth_GLAUnits.ini and BossGeneral.ini doesn't properly use the salvage crap.

On the Demo_GLABarracks, On the suicide SlowDeathBehavior. It has the "Fling" code even though the barracks doesn't fly like a terrorist. Even the tanks, vehicles and structures have it.

QUOTE

On the Savalger thing, the standard GLA (and i think all the GLA factions) tunnel network, demotrap, poison fields, ScudStormMissile, all lack SALVAGER KindOf and so do not make junk when they kill vehicles.

While fixing those things, you may also want to add ShroudClearingRange to all poison fields and radiation fields. It is not a bug, but it is better if they have shroud clearing, so that when you have a toxin demotrap or drop an anthrax bomb or explode a toxin factory or bunker, you can see what is being killed by it.

Speaking of the flingforce, have you noticed that terrorists fly up only when they die with death type SUICIDED? They will explode and do damage when SUICIDED CRUSHED SPLATTED LASERED BURNED EXPLODED but will only fly up when SUICIDED. For all the other deaths they just do the normal death animation.

What they should have done was make the slowdeath behavior with the flingforce have DeathTypes for all those deaths, and also have the slowdeath behavior fire the death weapon, instead of using an extra, unnecessary FireWeaponWhenDead module. In many objects they use too many death modules. The more modules an object has, the more it will use up CPU time and make the game lag.

Also, when angry mobs die, they often stay doing the running animation.

QUOTE

More contribution:

- 1: I don't get why all of the vehicle add-ons (like the overlord gat cannon) have the "PlacementView *insert angle here* " field.
- 2: Hulks have the Upgrade cameo and portrait fields
- 3: Add-ons have upgrade cameo fields. example: Avenger's turret have the upgrade cameo of the propaganda tower etc,

QUOTE

The structures found in GC_Chem_GLABuildings.ini have no subdual code so you cant disable it with any "jammer" weapons

All radar vans (and i mean ALL) have a turret code, even though it has no weapon to begin with

QUOTE

- > 1: Its a different story for vehicles and structure, It does
- > nothing to structures. While it just make the vehicle nudge
- > abit and make it look strange.

It is dependent on the mass in physicsbehavior. Since vehicles have more mass, they only nudge a bit. To make them move more, increase the flingforce.

As for structures, they have no physicsbahavior so they don't move. If you add physicsbehavior then they can be moved by forces (or locomotors, though that also needs an Al module).

- > 1: I don't get why all of the vehicle add-ons (like the overlord
- > gat cannon) have the "PlacementView *insert angle here* $^{\mbox{\tiny '}}$

That is used when you place them in worldbuilder. It is not necessary though.

> 2: Hulks have the Upgrade cameo and portrait fields

I suppose that is in case they are made selectable. It doesn't hurt to have those fields.

> 3: Add-ons have upgrade cameo fields. example: Avenger's

> turret have the upgrade cameo of the propaganda tower etc,

Again it doens't cause problems, although it isn't used since you never select those objects.

About the GC_Chem and GC_Slth etc, those were never finished and are not intended to be used in the game. If you use them, they come with bugs like those you mentioned. The battle bus of the GC_SIth is supposed to disguise like bomb truck, and also be able to throw out demotraps, it does not work.

Posted by: Yayo01 Feb 2 2009, 01:35 AM

Sweet! Thanks guys for helping in salvaging that thread!

Posted by: Beng Feb 2 2009, 01:23 PM

Here's the whole thread

DeezireGeneralsBugsThread.zip

Posted by: Yayo01 Feb 2 2009, 05:05 PM

Not a bug but more of a unused feature:

Battledrones lack the welding sparks soundfx much like the IFV repair mode in RA2. To restore the weld sparks sound, Go to SoundEffects.ini then find "RepairSparks".

Then replace it with this:

CODE

Posted by: n5p29 Feb 3 2009, 12:27 PM

QUOTE (Beng @ Feb 2 2009, 12:23 PM) 📢

Here's the whole thread

Posted by: n5p29 Feb 3 2009, 07:27 PM

USA Pilots didn't have chemical suits. Maybe that's making they harder to drive their vehicles.

Anyway, DON'T TRY TO FIX THIS!

Try it and you will get an unknown error. That's why my mod is buggy. You can learn something from another people mistakes.

Posted by: Beng Feb 3 2009, 10:00 PM

Also, when promoted to heroic, pilots run slower.

Chinese MiG jets have contrails particle systems in ConditionState = REALLYDAMAGED, this makes them make contrails when parked at the airfield. Delete those particle systems! They should only be shown in JETEXHAUST conditions (the mig's REALLYDAMAGED JETEXHAUST is ok).

Posted by: n5p29 Feb 5 2009, 02:57 PM

Not only that, in JETEXHAUST AFTERBURNER condition there are:

CODE

Posted by: Yayo01 Feb 5 2009, 03:58 PM

So thats why the exhaust Emits UNDER The MiG o: ! Thanks for pointing that out n5p29 😂

Posted by: Yayo01 Feb 7 2009, 09:11 AM

Has anyone noticed that the planes that dive bombs in USA 2 mission and on that GLA Mission have a white housecolour?

Also, Didn't i told you guys that the Nuclear Silo have a friggin' huge geometry setting back in DZ? Well, Here's a pic of how big it really is:



Well, Here's a better geometry setting for it:

```
Geometry Major Radius = 46.012
Geometry Minor Radius = 55.045
```



Posted by: Beng Feb 7 2009, 03:33 PM

Good thing you pointed that out, it affects bomb explosions and height die modules.

Another thing: suicide weapons used by bikes and car bombe should have AcceptableAimDelta = 180 because the vehicle otherwise has to point directly at the center of the target, and their locomotors are not so pricise. This is why the bikers will drive up to a gattling cannon or patriot battery and waste time moving their bikes around beside the structure while it shoots at them.

Posted by: Yayo01 Feb 7 2009, 06:00 PM

Also, add the "LeechRangeWeapon = Yes" to the weapon so if the target moves by an inch the bike or bomb truck will still blow up...

Posted by: n5p29 Feb 7 2009, 08:00 PM

It's a judgement time for Combat Chinook

First a not so serious coding error:

QUOTE

Combat Chinook have both AIUpdateInterface and ChinookAIUpdate modules

QUOTE

The vehicles loaded into Combat Chinook can forceattack from inside when there is any armed infantry also loaded inside (cannot hitting a target directly but can target to an empty



So this bug will never happen again. 🔃



Posted by: Yayo01 Feb 7 2009, 10:26 PM

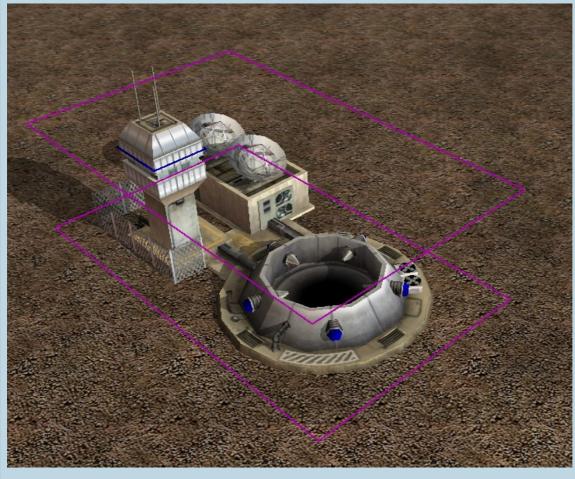
Thanks for finding that very simple fix for that bug!



Bug: Burned dudes, dancing blue and green toxicated dudes can be still shot automatically by your units. Even units can auto engage at overlord debris bits!

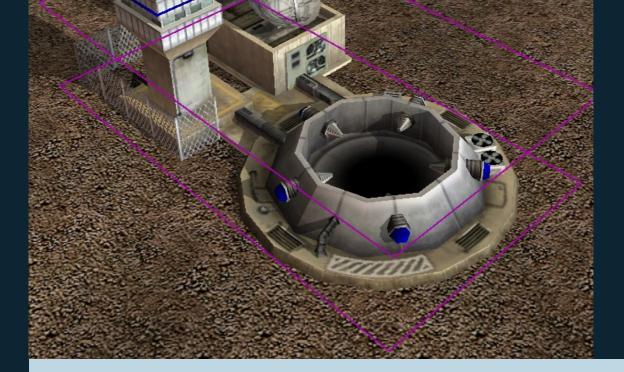
Posted by: Yayo01 Feb 8 2009, 05:03 PM

Particle cannons also have the issue of having a huge geometry settings. Here's a pic:



Use this geometry code i made:





Posted by: n5p29 Feb 9 2009, 01:15 PM

Dr. Thrax Terrorist and Demo Bike detonation damage reduced after purchasing Anthrax Gamma upgrade. After checkning the Weapon.ini, the one that must be reduced is the Beta weapon, because:

Normal Terrorist (not toxin terrorist): SuicideDynamitePack = 500 damage

Toxin Terrorist with Anthrax Beta:

SuicideDynamitePack (500) + Chem SuicideWeaponBeta (200+poison) = **700 damage** + poison

Toxin Terrorist with Anthrax Gamma:

SuicideDynamitePack (500) + Chem SuicideWeaponGamma (0+poison) = **500 damage** + poison

Posted by: n5p29 Feb 11 2009, 07:51 PM

Add some dangerous info at combat chinook bug. look above.

All Dozers and Workers can clear Demo Traps, but they can't detect them. (what!?)

We should give them additional stealth detector module, so they can detect Demo Traps and can clear them without wasting scanning abilities.

All Bomb Trucks didn't have any CommandButtonHuntUpdate module, so Al cannot disguise them even they're ordered in the skirmish scripts. Maybe this is also the reason why AI didn't upgrade their Bomb Trucks with bio or HE bombs.

Posted by: Yayo01 Feb 14 2009, 11:41 PM

Not sure if this is mentioned before but here it goes:

- 1: Gattling tanks inflict SMALL_ARMS damage when targetting air units instead of inflicting GATTLING damage like on ground units.
- 2: Some aircraft damage fx's disappears when upgraded with countermeasures.
- 3: The Redguard's walking animation is faster than it's locomotor. So, when it moves, the legs and feet looks weird and they look like they're sprinting even though they have a slow locomotor. When damaged, the redguard's walking animation is 2x slower than it's damaged speed.
- 4: All vehicle that are ordered to move inside a tunnel network never talks. Unlike infantries where they're commanded to enter it, they will say something.
- 5: Minigunners inflict SMALL_ARMS damage when targetting air units instead of inflicting GATTLING damage like on ground units.
- 6: Minigunners uses the gattling tank's weapon sound when firing at air units.
- 7: Minigunner's fire from there feet when attacking air units.
- 8: The Chinese jet carpet bomber uses the propeller powered cargoplane engine sounds.

Posted by: n5p29 Feb 16 2009, 05:59 PM

Anyone can help me to fix Satellite Hack One bug (can't detect new command center after the upgrade purchased)?

Someone said that to fix this we must add the Internet Center a FireWeaponUpdate that fires an invisible object that reveal the new Command Centers. I've tried it, it's worked, but it's not reveal permanently but randomly on and off.

I've tried every method that can fix this problem, but always failed. Like adding scan interval, change the upgrade, etc. Please help me. It would be great if we can fix this.

Posted by: Yayo01 Feb 17 2009, 07:53 AM

I think its an hardcoded bug (1)



Maybe you could have a fairly ugly fix where your internet center spawns an object every 10 seconds or so with this module, and that has lifetime update of 10 seconds also, so that it dies. That way, every ten seconds, it would 'check again' for new command centres.

Posted by: n5p29 Feb 17 2009, 07:47 PM

I've tried it too. The old command centers is revealed permanently, but the new command center revealed randomly, and not each 10 seconds. It's no effect. Moreover, if the Internet Center sold/destroyed it still reveal those command center forever.

Posted by: Beng Feb 18 2009, 06:59 PM

QUOTE

Bug: Burned dudes, dancing blue and green toxicated dudes can be still shot automatically by your units. Even units can auto engage at overlord debris bits!

KindOf = UNATTACKABLE for those objects will fix that

QUOTE (n5p29 @ Feb 15 2009, 12:47 AM)

I've tried it too. The old command centers is revealed permanently, but the new command center revealed randomly, and not each 10 seconds. It's no effect. Moreover, if the Internet Center sold/destroyed it still reveal those command center forever.

Just forget it and give the internet center the CIA spy ability like strategy center.

Another thing to try: give internet ctr a point defense laser update with scan range 20000 and scan rate 10000 and make it fire an unattackable dumb projectile with a high trajectory (height indents set to 40% 150, 80% 150) that when it dies OCLs a radar van scan ping. Make it target kindof COMMANDCENTER. Give the weapon status damage so it doesn't do any real damage. You can also give the projectile a small shroud clearing range so you can see the lines on your radar as if the backers in the internet ctr are backing a path through the shroud.

edit: the above won't work because it only fires at the nearest comcer

PS: in Armor ini i think Invulnerable Armor should have Armor = UNRESISTABLE 100% like Invulnerable All Armor

Posted by: Yayo01 Feb 23 2009, 12:05 AM

The GermanCastle object in ZH have 25 garrison slots even though the hardcoded limit of the garrison slots is 12. So, when you load 13 to 20 infantries, the game will crash like there's no tommorow...

Fix it by reducing the said slot count to 12 or the standard 10 slots.

Posted by: Beng Feb 23 2009, 08:12 AM

Wow, how did you find out the garrison limit was 12?

Posted by: n5p29 Feb 23 2009, 01:10 PM

I use 12 transport slots in my Amphibious Transport.

I think because the 12 is the maximum button that can be assigned in ZH (12 unload unit buttons + Stop button + Evacuate All buttons = 14 buttons)

About the slot count, the USA Ambulance have 3 transport slot, but it have FOUR unload unit button in the CommandSet.ini I think remove one in the command set because it's useless.

EDIT:

Something to add,

How To Make USA Airfield Damaged Properly

When you see a damaged/reallydamaged USA Airfield, all smokes, fires, and sparks shown in the center of the airfield because they assigned to the wrong bones.

In FactionBuildings.ini at Object AmericaAirfield, shown:

```
= SNOW
Model
Model
Model = ABArFrcCmd_N
Animation = ABArFrcCmd_N.ABArFrcCmd_N
AnimationMode = LOOP
                  = DAMAGED NIGHT
Model
Model
                  = DAMAGED NIGHT SNOW
Model
                     = ABArFrcCmd NES
```

They should be

```
= ABArFrcCmd_D
= ABArFrcCmd_D.ABArFrcCmd_D
                      = SNOW
  Model
 Model
Fnd
 Model
 Model = ABArFrcCmd_N
Animation = ABArFrcCmd_N.ABArFrcCmd_N
 Model
  Model
                       = ABArFrcCmd NE
```

= Sparkm01 SparksLarge

```
ConditionState = NIGHT SNOW
Model = ABArFrcCmd_NS
Animation = ABArFrcCmd_NS ABArFrcCmd_NS
AnimationMode = LOOP
End
ConditionState = DAMAGED NIGHT SNOW
Model = ABArFrcCmd_NDS
AnimationMode = LOOP
ParticleSysBone = ABArFrcCmd_NDS
AnimationMode = LOOP
ParticleSysBone = Smokes01 SmolderingSmoke
ParticleSysBone = Smokes02 SmolderingSmoke
ParticleSysBone = Fires01 SmolderingFire
End
ConditionState = REALLYDAMAGED RUBBLE NIGHT SNOW
Model = ABArFrcCmd_NES
Animation = ABArFrcCmd_NES
AnimationMode = LOOP
ParticleSysBone = Smokes01 SmolderingSmoke
ParticleSysBone = Smokes01 SmolderingSmoke
ParticleSysBone = Smokes01 SmolderingSmoke
ParticleSysBone = Smokes01 SmolderingSmoke
ParticleSysBone = Smokes03 SmolderingSmoke
ParticleSysBone = Smokes03 SmolderingSmoke
ParticleSysBone = Smokes01 SmolderingFire
ParticleSysBone = Fires01 SmolderingFire
ParticleSysBone = Fires01 SmolderingFire
ParticleSysBone = Fires01 SparksLarge
End
```

And the damaged fires, smokes, and sparks are shattered around the building where they're should be

Cheers 😃

Posted by: Beng Feb 27 2009, 09:25 AM

Regarding the airfield damaged smoke, just delete all lines referring to those smokes in the draw module, then the smoke will be automatically added since the smoke and fire bone named have "s" and "m" in them. The s stands for small and the m stands for medium, and the game will automatically add small and medium fires and smokes to the correct bones when the airfield is damaged (for more info find "AutoFire" in GameData.ini). But correct (add "m") and leave in the spark systems in the draw module because sparks are not automatically added by the game engine.

How to fix the invisible fire fields

The fire fields become invisible once their particle systems stop. To fix it, add a new particle system that does not stop:

At the top of FXList.ini or at the top of Object\System.ini (because ParticleSystem.ini is very big, i do not include it in my mod) add the following particlesystems:

```
ParticleSystem FireFieldFire
Priority = CONSTANT
ISONeShot = No
Shader = ADDITIVE
Type = PARTICLE
ParticleName = EXexplo03.tga
AngleZ = -7.00 7.00
AngularRateZ = -0.01 0.01
AngularDamping = 1.00 1.00
VelocityDamping = 0.95 0.95; 0.99 0.99
Gravity = 0.20:0.10
Lifetime = 8.00 15.00
SystemLifetime = 0
Size = 20.00 32.00
StartSizeRate = 0.00 0.00
StartSizeRate = 0.00 0.00
StartRate = 0.95 1.00
Alpha1 = 0.95 1.00
Alpha3 = 0.00 0.00 0
Alpha4 = 0.00 0.00 0
Alpha6 = 0.00 0.00 0
Alpha6 = 0.00 0.00 0
Alpha7 = 0.00 0.00 0
Alpha7 = 0.00 0.00 0
Alpha8 = 0.00 0.00 0
Color1 = R:0 G:0 B:0 0
Color4 = R:0 G:0 B:0 15
Color6 = R:0 G:0 B:0 0
Color6 = R:0 G:0 B:0 0
```

```
VelOutwardOther = 0.00 0.00
```

Then in Objectsystem.ini, go and edit the FireFieldSmall and FireFieldUpgradedSmall. Add the above particle systems to their draw modules (FireFieldFireUpgraded for FireFieldUpgradedSmall).

FXList WeaponFX_SmallFireFieldWeapon LightPulse Color = R:255 G:200 B:55 Radius = 30 IncreaseTime = 0 DecreaseTime = 260 End End FXList WeaponFX_SmallFireFieldWeaponUpgraded LightPulse Color = R:255 G:55 B:100 Radius = 30 IncreaseTime = 0 DecreaseTime = 0 DecreaseTime = 260 End End

Then in Weapon, ini., uncomment the FireFX lines for SmallFireFieldWeapon and SmallFireFieldWeaponUpgraded

Posted by: n5p29 Feb 27 2009, 07:48 PM

Nice one beng.

How about the wrong firestorm sound? Also their particles also strange.

Posted by: Beng Feb 28 2009, 07:56 AM

There's nothing wrong with the firestorm sounds. The particlesystems make too many particles though, causes serious lag on slower machines. Change the particle systems to more economical ones:

http://www.cncmaps.com/index.php?showtopic=2402

Posted by: Yayo01 Feb 28 2009, 12:09 PM

QUOTE (Beng @ Feb 27 2009, 09:25 AM)

How to fix the invisible fire fields

```
ParticleSystem FireFieldFire
Priority - CONSTANT
Shader = ADDITIVE
Type - PARTICLE
ParticleName - EXexplo03.dds
Angle2 - - - 7
AngularRate2 = - 0.01 - 0.01
AngularRate2 = - 0.01 - 0.01
AngularRate3 = 0.05 - 0.95
Gravity - 0.20
Lifetime = 8 15
SystemLifetime - 0
Size - 20 - 32
SizeRate - - 0.50 - 0.85
SizeRate = - 0.50 - 0.85
SizeRate = - 0.50 - 0.85
SizeRate = - 0.50 - 0.85
Color1 = R:0 G:0 B:0 0
Color2 = R:05 G:0 B:0 15
Alpha3 = 0 0 0
Color3 = R:0 G:0 B:0 15
Color4 = R:0 G:0 B:0 0
Color5cale = - 0.25 0.25
BursICount = 2 3
Initial Delay - 7 0 70 - allow fire field other particles to finish
DriftVelocity = X:0 0.8 Y:0.16 Z:0.01
VelocityType - OUTWARD
VelOutward - - 0.75 - 0.20
VolumeType - CYLINDER
VolCylinderRadius = 10
WindMotion = PingPong
WindAngleChangeMax = 0.139626
WindPingPongStartAngleMin - 0
WindPingPongStartAngleMin - 0
WindPingPongStartAngleMax = 0.261799
WindPingPongStartAngleMin - 5.49787
WindPingPongEndAngleMax = 0.261799
WindPingPongEndAngleMax = 0.2628185
End
```

ParticleSystem FireFieldFireUpgraded
Priority = CONSTANT
IsOneShot = No
Shader = ADDITIVE
Type = PARTICLE
ParticleName = EXexplo03.dds
AngleZ = -7 7
AngularRateZ = -0.01 0.01
AngularDamping = 1 1
VelocityDamping = 0.95 0.95; 0.99 0.99
Gravity = 0.20;0.10
Lifetime = 8 15
SystemLifetime = 0
Size = 20 32
SizeRate = -0.50 - 0.85
SizeRateDamping = 0.99 0.99
Alpha1 = 0.95 1 0
Alpha2 = 0 0.00 15
Alpha3 = 0 0 0
Color1 = R:0 G:0 B:0 0
Color2 = R:128 G:118 B:248 4
Color3 = R:0 G:0 B:0 15
Color4 = R:0 G:0 B:0 0
Color5cale = -0.25 0.25; 1.00 - 1.00
BurstDelay = 7 8
BurstCount = 2 3
InitialDelay = 30 30
DriftVelocity = X:0.08 Y:0.16 Z:0.01
VelocityType = OUTWARD
VelOutward = -0.75 - 0.20
VolumeType = CYLINDER
VolCylinderRadius = 10
WindMotion = PingPong
WindAngleChangeMax = 0.139626
WindPingPongStartAngleMin = 0
WindPingPongStartAngleMin = 5.497787
WindPingPongEndAngleMin = 5.497787
WindPingPongEndAngleMin = 5.497787
WindPingPongEndAngleMin = 5.497787
WindPingPongEndAngleMin = 5.497787

Here's a more cleaned up firestorm particle systems originally posted by beng. I did this because, cleaning up Particlesystem.ini by removing extra unuseccodes, extra zeros etc, actually increases the games performance drastically.

Posted by: Beng Mar 1 2009, 11:20 AM

Thanks for the optimised systems. They are for the fire fields though, for the firestorm ones see the link and the optimised systems are for the fire fields though, for the firestorm ones see the link and the optimised systems. They are for the fire fields though, for the firestorm ones see the link and the optimised systems are for the fire fields though, for the firestorm ones see the link and the optimised systems. They are for the fire fields though, for the firestorm ones see the link and the optimised systems are for the firestorm ones see the link and the optimised systems are for the firestorm ones see the link and the optimised systems are for the firestorm ones see the link and the optimised systems are for the firestorm ones see the link and the optimised systems are for the optimised systems are for the optimised systems are for the optimised systems and the optimised systems are for the optimised systems are

http://www.cncmaps.com/index.php?showtopic=2402

where i posted several versions in an attempt to solve someone's firestorm lag. Don't use the one where i removed all the particle systems from the firestorms.

Do you have a zero hour particlesystem.ini with the unused lines of code removed? If so can i use it in my mod? And if so could you zip it and upload it here? Thanks.

Posted by: Yayo01 Mar 5 2009, 08:27 PM

Here you go. Not sure if i broke some particle systems though...Since, Some particles are too sensitive to clean up XD! Also, i switched the file extentions of the textures from .toa to .dds (1)

ParticleSystem.rar(44.61K): 48

Posted by: Mrsmall Mar 6 2009, 06:00 AM

QUOTE (Beng @ Jan 30 2009, 12:35 AM)

Here's a new one: Dragon tanks have a FlammableUpdate module but their armor cannot be damaged by flame, so delete the module, it's useless.

Also, on microwave tanks the tread textures on the front and back of the treads animate backwards! It's hard to see because of the heat particle effect but if you force fire the tank so it turns off the heat weapon, then tell it to move, you can see it, or look at it in a map in worldbuilder.

i know it's of the point but that is the same as what happens with the M.A.R.V on cnc3 KW

Posted by: n5p29 Mar 6 2009, 06:11 PM

QUOTE (Beng @ Feb 27 2009, 08:25 AM) 📢

Regarding the airfield damaged smoke, just delete all lines referring to those smokes in the draw module, then the smoke will be automatically added since the smoke and fire bone named have "s" and "m" in them. The s stands for small and the m stands for medium, and the game will automatically add small and medium fires and smokes to the correct bones when the airfield is damaged (for more info find "AutoFire" in GameData.ini). But correct (add "m") and leave in the spark systems in the draw module because sparks are not automatically added by the game engine.

There is a reason why I didn't just use the default smokes/fires. Try to use my code and compare it with just delete the smoke/fire particlesys lines. Mine will burned more than the default fires and smokes.

Posted by: Beng Mar 9 2009, 01:40 AM

QUOTE (n5p29 @ Mar 3 2009, 11:11 PM)

There is a reason why I didn't just use the default smokes/fires. Try to use my code and compare it with just delete the smoke/fire particlesys lines. Mine will burned more than the default fires and smokes.

That is because your code uses different particle systems from the default auto fires and smokes. Also, with your code, when the airfield is damaged, each smoke and fire bone will have 2 particle systems attached to it, the auto ones added by the game engine, and the ones you specify in the draw module.

Since the bone names have S and M in them, i think it may be better to let just the auto ones make the smoke and fire, so that it doesn't make too many particles and cause lag.

If you prefer the more visible particle systems then change the auto ones in GameData.ini to the ones you used. Note however that this may cause lag on slower machines if the new ones you use have higher priorities than the default ones since these get used a lot in the game (for all kinds of damaged civilian and faction buildings). The prioroity line in each particle system determines whether it is rendered or not based on graphics options settings and the number of particles already being rendered.

If the bones were just smoke01 etc and fire01 etc, without S and M (or L), then your code would be better because the game engine will not add particle systems (though a transitiondamageEX module in the object might).

Here is a new bug

Chinese MiGs do not have a Voicel owFuel in their UnitSpecificSounds. To fix it, use

VoiceLowFuel = MigVoiceLowFuel

Posted by: Beng Mar 9 2009, 09:45 AM

QUOTE (Yayo01 @ Mar 3 2009, 01:27 AM)

Here you go. Not sure if i broke some particle systems though...Since, Some particles are too sensitive to clean up XD! Also, i switched the file extentions of the textures from .tga to .dds

Thanks, but you broke it by partially deleting some VelOutwardOther lines in systems using OUTWARD velocity types, leaving some lines starting with a full stop and then a number (search for newline followed by full stop)

I have fixed those and also fixed a lot of the non-functioning particle systems (loads of them had an initial delay longer than a non-zero system lifetime, which means that the system will be deleted before it has has a chance to make the first burst of particles, this was especially true of aircraft carrier, sneak attack snow, avalanche, and bomb truck systems - whoever made those didn't know what he was doing). I have also edited the firestorm and inferno cannon fire field systems and the missile backblast systems to make them better.

Edit, updated version posted in a new post

Posted by: Yayo01 Mar 9 2009, 09:32 PM

Just an offtopic post. But, care to list what particle systems you fixed? It might come in handy for my mod since i did optimized the particles of it and i'm sure i've broken a few.

Posted by: Beng Mar 10 2009, 10:11 PM

QUOTE (Yayo01 @ Mar 7 2009, 01:32 AM)

Just an offtopic post. But, care to list what particle systems you fixed? It might come in handy for my mod since i did optimized the particles of it and i'm sure i've broken a few.

To find the ones you broke just run worldbuilder, it will tell you. Or search for \n . (newline followed by full stop). You can search using PFE32 (\n for newline) arachnophilia (shift enter in search box). or MS Word (\gamma for paragraph mark).

I changed too many to list, i also changed a lot of priorities from WEAPON_EXPLOSION to something higher

Posted by: Beng Mar 11 2009, 12:04 PM

I thought that was not a bug but a feature

QUOTE

Then I found the problem. The <u>TransportContain</u> module. When I change it into <u>HelixContain</u> the bug disappeared!

Can it still collect supplies after that? I remember i changed transport to helic contain in a chinook to try and add a bunker for carrying a transportable supply center but the chinook then could not collect supplies when it had helix contain.

Posted by: Beng Mar 11 2009, 12:18 PM

QUOTE (n5p29 @ Jan 28 2009, 01:58 AM)

Missile Defender laser guided ability in ZH was intended to have laser-lock FX where a laser pointed to the target then the MD fires rapidly, like in Generals. But not shown because in SpecialAbilityUpdate module the SpecialObjectAttachToBone directed to wrong bone. In there:

CODE

SpecialObjectAttachToBone = Muzzle01

should be:

CODE

SpecialObjectAttachToBone = MuzzleFX01

and the ability will shown like in Generals.

Why should that make any difference? Muzzle01 is the correct bone. In Generals it also uses Muzzle01 since it is using the same model, NITHNT_SKL.W3D .
MuzzleFX01 is the muzzle flash subobject and it is not pivoted to point in the same direction as the gun. Besides Muzzle01 you can also use FX_SMOKE_01 and
BONE_WARHEAD as those are also at the front of the gun.

The bug with missile defender laser guided mode is that it does idle animations while firing because there is no conditionstate for firing the laser guided weapon, so it uses default conditionstate.

Posted by: n5p29 Mar 11 2009, 06:57 PM

QUOTE (Beng @ Mar 11 2009, 11:18 AM)

Why should that make any difference? Muzzle01 is the correct bone. In Generals it also uses Muzzle01 since it is using the same model, NITHNT_SKL.W3D. MuzzleFX01 is the muzzle flash subobject and it is not pivoted to point in the same direction as the gun. Besides Muzzle01 you can also use FX_SMOKE_01 and BONE_WARHEAD as those are also at the front of the gun.

The bug with missile defender laser guided mode is that it does idle animations while firing because there is no conditionstate for firing the laser guided weapon, so it uses default conditionstate

Strange I didn't found the Muzzle01 hone in the model. So I think it must be MuzzleEX01.

About laser guided mode ability, why in skirmish the AI often use the missile defender secondary weapon rampagely without any initial delay? They didn't show the laser too.

Posted by: Yayo01 Mar 11 2009, 08:19 PM

QUOTE (Beng @ Mar 10 2009, 10:11 PM) 类

To find the ones you broke just run worldbuilder, it will tell you. Or search for \n . (newline followed by full stop). You can search using PFE32 (\n for newline), arachnophilia (shift enter in search box), or MS Word (\(^p\) for paragraph mark).

I changed too many to list, i also changed a lot of priorities from WEAPON_EXPLOSION to something higher.



Posted by: n5p29 Mar 11 2009, 09:19 PM

I found some particles in yours that changed the alpha/color number.

like Alpha4 become Alpha2 in contrail smoke. I think this may change the particle appearance.

Posted by: Yayo01 Mar 13 2009, 03:38 AM

Here's two Bugs to add:

- 1: When you place/build a US powerplant on a night map, The scaffolds just instantly appears instead of slowly rising up when built on a day map. If i remember correctly, a chinese building also have this issue, just forgot what building it was.
- 2: Propaganda Tower have housecolour issues when used in a snow map weather.

Posted by: Beng Mar 13 2009, 04:03 AM

QUOTE (n5p29 @ Mar 9 2009, 01:19 AM)

I found some particles in yours that changed the alpha/color number.

like Alpha4 become Alpha2 in contrail smoke. I think this may change the particle appearance.

<u>QuadCannonFix.zip</u> (1.97K): 54

Posted by: Beng Mar 13 2009, 01:00 PM

In Weapon.ini the gamma toxin field and anthrax bomb field weapons all do the same damage as the beta ones, shouldn't it be more?

Posted by: n5p29 Mar 13 2009, 02:18 PM

QUOTE (Yayo01 @ Mar 13 2009, 02:38 AM)

Here's two Bugs to add:

- 1: When you place/build a US powerplant on a night map. The scaffolds just instantly appears instead of slowly rising up when built on a day map. If i remember correctly, a chinese building also have this issue, just forgot what building it was.
- 2: Propaganda Tower have housecolour issues when used in a snow map weather.

Posted by: Beng Mar 13 2009, 10:44 PM

WorldBuilder save as in \Program Files\EA Games\Command & Conquer Generals Zero Hour\Maps\ bug

This happens when you edit a map in some other directory (like the subdirectory in My Documents) and then do a save as in the game installation directory maps subdirectory.

WorldBuilder will then save the map file with a name that includes the directory path in the filename.

Because the filename then contains \ characters, you then cannot delete it in Windows.

To delete the undeletable map file, you have to open a command prompt DOS window, CD to that map directory, type dir /x to find out the 8.3 filename of the undeletable file, then type del (that 8.3 filename).

To save you some typing of CD commands, you can install the powertoy that puts a "Open a Command Window Here" in the shell commands that you get by right-clicking on things in windows explorer. You can then right-click on a folder in my computer and open a DOS box in a folder by right-clicking it and selecting the "Open a Command Window Here" option from the right-click menu.

http://www.microsoft.com/windowsxp/Downloads/powertoys/Xppowertoys.mspx

Posted by: n5p29 Mar 14 2009, 05:22 PM

I've encounter that bug too. it can't be deleted, but you still can move it somewhere else in same drive.

Posted by: Beng Mar 19 2009, 09:29 AM

QUOTE (n5p29 @ Mar 11 2009, 10:22 PM)

I've encounter that bug too. it can't be deleted, but you still can move it somewhere else in same drive.

You can delete it using the short fielname in a DOS del command

Now for an ini bug: All American command centres have PlacementViewAngle = -135 repeated twice. The second one overrides the first so it has no effect but delete the first one so you don't confuse yourself if making a mod where you change the default placement angles of buildings

CIA Agent using wrong voice die

CIA officer (CINE and misc versions, and also maybe secret service) death behaviors s should use: FX_CIAAgentDie

Stinger Site and Firebase Armors and HiveStructureBody bugs

There are problems with firebases taking too much damage from snipers, and stinger sites not being able to be manually targeted by rangers with flashbangs. To fix these and similar issues, do this:

Set all firebases to use the same armor as stinger sites, or vice versa, and change the armor to these settings

CODE

```
Armor StingerSiteArmor;and FireBaseArmor
Armor = DEFAULT 100%
Armor = SMALL_ARMS 50%
Armor = GATTLING 30%
Armor = COMANCHE_VULCAN 50%
Armor = RADIATION 1%; all these 1%s are so the base will receive the damage then transfer
it to occupants
Armor = MICROWAVE 1%; Must be > 0! (Value irrelevant since the soldiers will use their %
to modify the damage)
Armor = SNIPER 1%
Armor = POISON 1%
Armor = SURRENDER 1%
Armor = HAZARD_CLEANUP 0%
Armor = LASER 0%
Armor = HAZARD_CLEANUP 0%
Armor = INFANTRY_MISSILE 25%
Armor = PARTICLE_BEAM 200%
Armor = AURORA_BOMB 200%
Armor = STEALTHJET_MISSILES 250%
Armor = STEALTHJET_MISSILES 250%
Armor = STEALTHJET_MISSILES 250%
Armor = STEALTHJET_MISSILES 250%
Armor = FLAME 50%
Armor = SUBDUAL_MISSILE 0%
Armor = SUBDUAL_MISSILE 0%
Armor = SUBDUAL_MISSILE 0%
Armor = SUBDUAL_BUILDING 100%
```

Then in all the stinger site and firebase HiveStructureBody modules, change all the damage settings to this:

```
PropagateDamageTypesToSlavesWhenExisting = NONE +SNIPER +RADIATION +SURRENDER +MICROWAVE +SMALL_ARMS +POISON
SwallowDamageTypesIfSlavesNotExisting = NONE +SNIPER +RADIATION +SURRENDER +MICROWAVE; Take no damage if no one to pass this to
```

Chinese Nuke silo draw module problems

I found that all the Chinese nuke silo draw modules have the same bug as n5p29 found with the American airfields: lots of smoke and fire particle systems attached to wrong bone names. Result is all those poarticles will be at the center of the model where you cannot see them, just wasting a lot of CPU time for nothing.

Solution: Delete every smoke and fire particle line (but leave the steam ones) from the nuke silo draw modules. The bone names have S M and L suffixes and so the game engine will add the auto smokes and fires to the correct bones when it is damaged (as defined in AutoFireParticleSmallPrefix etc in GameData.ini).

Also, they forgot to put ParticlesAttachedToAnimatedBones = Yes which is needed because the steam bones are on the missile which is animated when it stands up before launching.

Here is a corrected draw module:

```
= AWAITING_CONSTRUCTION PARTIALLY_CONSTRUCTED ACTIVELY_BEING_CONSTRUCTED
                              = NBNMissle
REALLYDAMAGED RUBBLE
    FND
     Model = NBNMISSIE_A2
Animation = NBNMISSIE_A2.NBNMISSIE_A2
       Flags
     ParticleSysBone = Steam01 BigMissileSteam
ParticleSysBone = Steam02 BigMissileSteam
      Model = NBNMissle_A3
Animation = NBNMissle_A3.NBNMissle_A3
     Animation = NBNMissle_A3.NBNMissle_A3
AnimationMode = ONCE
Flags = MAINTAIN_FRAME_ACROSS_STATES2
      Model = NBNMISSTE_A2D

Animation = NBNMissle_A2D.NBNMissle_A2D

AnimationMode = MANUAL

- START FRAME_LAST PRISTINE_BO
                                = START_FRAME_LAST PRISTINE_BONE_POS_IN_FINAL_FRAME
```

```
ParticleSysBone = Steam01 BigMissileSteam
ParticleSysBone = Steam02 BigMissileSteam
  Model = NBNMISSIE_A3D
Animation = NBNMissIe_A3D.NBNMissIe_A3D
  Model = NBNMissle_A3D
Animation = NBNMissle_A3D.NBNMissle_A3D
  Model = NBNMissle_A2E
Animation = NBNMissle_A2E.NBNMissle_A2E
  Flags = MAINTAIN_FRAME_ACROSS_STATES
ParticleSysBone = Steam 0.1 BigMissileSteam
ConditionState = DOOR_1_WAITING_OPEN REALLYDAMAGED RUBBLE
Model = NBNMissle_A2E
Animation = NBNMissle_A2E
  WeaponLaunchBone = PRIMARY RockPos
ParticleSysBone = Steam01 BigMissileSteam
ParticleSysBone = Steam02 BigMissileSteam
  Animation
   Flags
  Model = NBNMISSIE_A3E
Animation = NBNMissIe_A3E.NBNMissIe_A3E
  AnimationMode = ONCE
Flags = MAINTAIN_FRAME_ACROSS_STATES2
                      = NBNMISSIE_N
= ADJUST_HEIGHT_BY_CONSTRUCTION_PERCENT
 END
                        = NBNMissle DN
 END
ConditionState = DOOR_1_OPENING NIGHT

Model = NBNMissle_A2N

Animation = NBNMissle_A2N.NBNMissle_A2N
ConditionState = DOOR_1_WAITING_OPEN NIGHT

Model = NBNMissle_A2N

Animation = NBNMissle_A2N.NBNMissle_A2N
```

```
Model = NBNMissle_A3N
Animation = NBNMissle_A3N.NBNMissle_A3N
                       = ONCE
= MAINTAIN_FRAME_ACROSS_STATES2
  Model = NBNMISSIe_A2DN
Animation = NBNMissle_A2DN.NBNMissle_A2DN
  AnimationMode = ONCE
Flags = MAINTAIN_FRAME_ACROSS_STATES
ParticleSysBone = Steam01 BigMissileSteam
ConditionState = DOOR_1_WAITING_OPEN DAMAGED NIGHT

Model = NBNMissle_A2DN

Animation = NBNMissle_A2DN.NBNMissle_A2DN
 WeaponLaunchBone = PRIMARY RockPos
ParticleSysBone = Steam01 BigMissileSteam
ParticleSysBone = Steam02 BigMissileSteam
  Model = NBNMissle_A3DN
Animation = NBNMissle_A3DN.NBNMissle_A3DN
                        = MANUAL
 WeaponLaunchBone = PRIMARY RockPos
  Model = NBNMissle_A3DN
Animation = NBNMissle_A3DN.NBNMissle_A3DN
  Model = NBNMISSIE_A2EN
Animation = NBNMissle_A2EN.NBNMissle_A2EN
  AnimationMode = ONCE
Flags = MAINTAIN_FRAME_ACROSS_STATES
ConditionState = DOOR_1_WAITING_OPEN REALLYDAMAGED RUBBLE NIGHT

Model = NBNMissle_A2EN

Animation = NBNMissle_A2EN.NBNMissle_A2EN
  Model = NBNMissle_A3EN
Animation = NBNMissle_A3EN.NBNMissle_A3EN
  Model = NBNMissle_A3EN
Animation = NBNMissle_A3EN.NBNMissle_A3EN
                           = MAINTAIN FRAME ACROSS STATES2
                          = SNOW
                      = DAMAGED SNOW
                            = AWAITING_CONSTRUCTION PARTIALLY_CONSTRUCTED ACTIVELY_BEING_CONSTRUCTED SNOW
                           = AWAITING CONSTRUCTION PARTIALLY CONSTRUCTED ACTIVELY BEING CONSTRUCTED SNOW
               = NBNMissle_DS
```

```
ConditionState = DOOR_1_OPENING SNOW

Model = NBNMissle_A2S

Animation = NBNMissle_A2S.NBNMissle_A2S
  AnimationMode = ONCE
Flags = MAINTAIN_FRAME_ACROSS_STATES
ConditionState = DOOR_1_WAITING_OPEN SNOW

Model = NBNMissle_A2S

Animation = NBNMissle_A2S.NBNMissle_A2S
  WeaponLaunchBone = PRIMARY RockPos
ParticleSysBone = Steam01 BigMissileSteam
ParticleSysBone = Steam02 BigMissileSteam
  Model = NBNMissle_A3S
Animation = NBNMissle_A3S.NBNMissle_A3S
    Flags
   Model = NBNMissle_A3S
Animation = NBNMissle_A3S.NBNMissle_A3S
  AnimationMode = ONCE
Flags = MAINTAIN_FRAME_ACROSS_STATES2
  Model = NBNMissle_A2DS
Animation = NBNMissle_A2DS.NBNMissle_A2DS
  AnimationMode = ONCE
    Flags
  ParticleSysBone = Steam01 BigMissileSteam
ParticleSysBone = Steam02 BigMissileSteam
                  = NBNMISSIE_A2DS
= NBNMISSIE_A2DS.NBNMISSIE_A2DS
  ParticleSysBone = Steam01 BigMissileSteam
ParticleSysBone = Steam02 BigMissileSteam
   Model = NBNMisslè_A3DS
Animation = NBNMissle_A3DS.NBNMissle_A3DS
    Flags
                                = START FRAME FIRST
ConditionState = DOOR_1_CLOSING DAMAGED SNOW

Model = NBNMissle_A3DS

Animation = NBNMissle_A3DS.NBNMissle_A3DS
```

```
End
ConditionState = DOOR_1_CLOSING DAMAGED SNOW
Model = NBNMISSIE_A3DS
Animation = NBNMISSIE_A3DS.NBNMISSIE_A3DS
Animation = ONCE
Flags = MAINTAIN_FRAME_ACROSS_STATES2
End
ConditionState = DOOR_1_OPENING REALLYDAMAGED RUBBLE SNOW
Model = NBNMISSIE_A2ES
Animation = NBNMISSIE_A2ES.NBNMISSIE_A2ES
Animation = ONCE
Flags = MAINTAIN_FRAME_ACROSS_STATES
ParticleSysBone = Steam01 BigMissileSteam
ParticleSysBone = Steam02 BigMissileSteam
End
ConditionState = DOOR_1_WAITING_OPEN REALLYDAMAGED RUBBLE SNOW
Model = NBNMISSIE_A2ES
Animation = NBNMISSIE_A2ES.NBNMISSIE_A2ES
AnimationMode = MANUAL
Flags = START_FRAME_LAST PRISTINE_BONE_POS_IN_FINAL_FRAME
WeaponLaunchBone = PRIMARY ROCKPOS
ParticleSysBone = Steam01 BigMissileSteam
ParticleSysBone = Steam02 BigMissileSteam
End
ConditionState = DOOR_1_WAITING_TO_CLOSE REALLYDAMAGED RUBBLE SNOW
Model = NBNMISSIE_A3ES
Animation = NBNMISSIE_A3ES.NBNMISSIE_A3ES
Animation = NBNMISSIE_A3ES.NBNMISSIE_A3ES
Animation = NBNMISSIE_A3ES
WeaponLaunchBone = PRIMARY ROCKPOS
End
ConditionState = DOOR_1_CLOSING REALLYDAMAGED RUBBLE SNOW
Model = NBNMISSIE_A3ES

Model = NBNMISSIE_A3ES

MANUAL
Flags = START_FRAME_FIRST
WeaponLaunchBone = PRIMARY ROCKPOS
End
ConditionState = DOOR_1_CLOSING REALLYDAMAGED RUBBLE SNOW
Model = NBNMISSIE_A3ES
```

```
Flags
    Fnd
    ConditionState = REALLYDAMAGED RUBBLE NIGHT SNOW
                                = AWAITING_CONSTRUCTION PARTIALLY_CONSTRUCTED ACTIVELY_BEING_CONSTRUCTED NIGHT
    END
                                 = AWAITING CONSTRUCTION PARTIALLY CONSTRUCTED ACTIVELY BEING CONSTRUCTED NIGHT
SNOW REALLYDAMAGED
    FND
                   = NBNMissle_A2NS
= NBNMissle_A2NS.NBNMissle_A2NS
      AnimationMode = ONCE = MAINTAIN_FRAME_ACROSS_STATES
     Model = NBNMissle_A2NS
Animation = NBNMissle_A2NS.NBNMissle_A2NS
     ParticleSysBone = Steam01 BigMissileSteam
ParticleSysBone = Steam02 BigMissileSteam
       Flags
   ConditionState = DOOR_1_CLOSING NIGHT SNOW

Model = NBNMissle_A3NS

Animation = NBNMissle_A3NS.NBNMissle_A3NS
      Animation

Animation Mode = ONCE

Flags = MAINTAIN_FRAME_ACROSS_STATES2
   ConditionState = DOOR_1_OPENING DAMAGED NIGHT SNOW

Model = NBNMissle_A2DNS

Animation = NBNMissle_A2DNS.NBNMissle_A2DNS
     ParticleSysBone = Steam01 BigMissileSteam
ParticleSysBone = Steam02 BigMissileSteam
     Model = NBNMissle_A2DNS
Animation = NBNMissle_A2DNS.NBNMissle_A2DNS
     ParticleSysBone = Steam01 BigMissileSteam
ParticleSysBone = Steam02 BigMissileSteam
   ConditionState = DOOR_1_CLOSING DAMAGED NIGHT SNOW

Model = NBNMissle_A3DNS

Animation = NBNMissle_A3DNS.NBNMissle_A3DNS
                              = MAINTAIN FRAME ACROSS STATES2
   ConditionState = DOOR_1_OPENING REALLYDAMAGED RUBBLE NIGHT SNOW

Model = NBNMissle A2ENS
```

Animation - NBNMissle_A2ENS.NBNMissle_A2ENS
AnimationMode - ONCE
End
ConditionState - DOOR_1_WAITING_OPEN REALLYDAMAGED RUBBLE NIGHT SNOW
Model - NBNMissle_A2ENS
Animation - NBNMissle_A2ENS
Animation - NBNMissle_A2ENS
AnimationMode - NBNMissle_A2ENS
AnimationMode - STEAMPLE_ACTENS NBNMissle_A2ENS
AnimationMode - PRIMARY RockPos
ParticleSysBone - SteamOl BigMisslieSteam
End
ConditionState - DOOR_1_WAITING_TO_CLOSE REALLYDAMAGED RUBBLE NIGHT SNOW
Model - NBNMissle_A3ENS.NBNMissle_A3ENS
Animation - NBNMissle_A3ENS.NBNMissle_A3ENS
AnimationMode - NBNMissle_A3ENS.NBNMissle_A3ENS
AnimationMode - PRIMARY RockPos
End
ConditionState - DOOR_1_CLOSING REALLYDAMAGED RUBBLE NIGHT SNOW
Model - NBNMissle_A3ENS.NBNMissle_A3ENS
Animation - NBNMissle_A3ENS.NBNMissle_A3ENS
AnimationMode - NBNMissle_A3ENS
AnimationMode - NBNMissle_A3ENS
AnimationMode - NBNMissle_A3ENS
AnimationMode - NBNMissle_A3ENS.NBNMissle_A3ENS
AnimationMode - NBNMissle_A3ENS
AnimationMode - N

Posted by: Beng Mar 28 2009, 09:01 AM

Illegal comment markers and other syntax errors

If you search the ini files for "//" you will find a lot of these C++ style comment markers in them. The only trouble is, they are all illegal since in the ini files the only legal comment amrker is ";". The only reason they get away with it is that the game ignores any text on a line after the end of the valid text that it is looking for. It may be worthwhile doing a global search and replace to replace all "//" with ";". A utility called BKReplaceEm is useful for such search and replace text operations on multiple files:

http://www.snapfiles.com/get/bkreplace.html

Another thing you sometimes see is missing = signs, because the game actually ignores = and treats it like white space. However, it makes it harder for human readers to understand the code, so if you find missing =, add them back.

Posted by: Beng Apr 3 2009, 10:50 PM

Better fitting geometery for GLA command centers and fake command centers:

CODE

Geometry = BOX
GeometryMajorRadius = 54.0;65
GeometryMinorRadius = 56.0;65
GeometryHeight = 35.0;54
FactoryExitWidth = 25
GeometryIsSmall = No
Shadow = SHADOW_VOLUME
BuildCompletion = PLACED_BY_PLAYER

Posted by: Beng Apr 4 2009, 06:31 AM

I can't remember if this has been reported before, but GLA radar vans make crusader hulks when crushed. Also their slow death behaviour has useless probability fields since there is only 1 slow death module.

Posted by: n5p29 Apr 4 2009, 05:43 PM

QUOTE (Beng @ Apr 4 2009, 05:31 AM) 🤙

I can't remember if this has been reported before, but GLA radar vans make crusader hulks when crushed. Also their slow death behaviour has useless probability fields since there is only 1 slow death module.

Not only Radar Van, many vehicles also spawn crusader hulk when dead because crusader hulk is "generic hulk".

Posted by: chaos4eva Apr 5 2009, 12:13 AM

I've noticed one thing, Gattling Cannon (and probably other Gattling weaponry)has a status that causes the ParticleSystem GattlingMuzzleSmoke to appear. Probably in CONTINUOUS_FIRE_FAST. When this happens, order the unit to attack something else, you'll notice that the Smoke will stay in the position where the Gattling Cannon was last firing in CONTINUOUS_FIRE_FAST.

To fix this, apply:

ParticlesAttachedToAnimatedBones = Yes

to its W3D draw module.

Posted by: Yayo01 Apr 5 2009, 04:47 AM

QUOTE (Beng @ Apr 3 2009, 10:50 PM)

Better fitting geometery for GLA command centers and fake command centers:

CODE

```
Geometry = BOX
GeometryMajorRadius = 54.0;65
GeometryMinorRadius = 56.0;65
GeometryHeight = 35.0;54
FactoryExitWidth = 25
GeometryIsSmall = No
Shadow = SHADOW_VOLUME
BuildCompletion = PLACED_BY_PLAYER
```

When i tried that, some of my units actually drived thru some parts of the command center. Hmmm, Here's a good geometry settings i made for my GLA command centers in my mod ::

CODE

```
Geometry = BOX
GeometryMajorRadius = 60.0
GeometryMinorRadius = 59.0
GeometryHeight = 48.0
FactoryExitWidth = 25
GeometryIsSmall = No
Shadow = SHADOW_VOLUME
BuildCompletion = PLACED_BY_PLAYER
```

Now back to bugs! Here's a few graphical bugs i recently uncovered

- 1: Not really a code bug but more of a "art" bug. But, 60% of the GLA's cameo have the wrong housecolour depicted on it. Instead of the GLA's green, it shows the chinese's red in the cameos.
- 2:Dr.thrax's Mini cameo on the Generals Challenge Menu don't have a green cloud background. Unlike the larger version which has the green cloud.
- 3:The button image of the US Warfactory shows the unused "Predator" tank coming out of the bay doors. While the large version shows the Crusader tank.
- 4:The Combat bike cameo shows the "Cyan" housecolour instead of the GLA's Green.

5:50% of the cameo's and portraits of Dr.thrax's units shows the wrong toxin colour. For example, the toxin tunnel shows a green "goo" instead of the light blue "goo" it fires.

There's loads more error in the cameo's and portait's of ZH.

Posted by: n5p29 Apr 5 2009, 01:54 PM

like minigunner cameo shown rifle instead minigun/gattling?

Posted by: Yayo01 Apr 5 2009, 03:27 PM

Yeah, that counts too 😽

Posted by: n5p29 Apr 6 2009, 10:04 AM

More:

- There are crates named VeterancyCrate, MoneyCrate, 2CrusaderCrate, etc. those crates use the same model instead the models in the W3DZH.big file that I found. Those models looks like wood crate with dollar/veterancy/healcross/"?"mark symbol.
- Helix didn't have CommandButtonHuntUpdate module, but they ordered by scripts to hunt with their NapalmBomb ability
- SCUD Launcher need to turn to fire. We can use "AcceptableAimDelta = 180" for alternative method to make it fires faster

Posted by: Beng Apr 6 2009, 11:00 AM

Even if they had the command button hunt the helixes would still be unable to hunt using napalm bombs because that command button has NEED_TARGET_POS and not NEED TARGET ENEMY OBJECT.

To solve it, not only must you give it the CBHU module, you must also give it this hidden command button and use that in the scripts instead of the normal command button:

CODE

CommandButton Command ChinaHelixDropNapalmBombSCRIPT; targets objects and not places

= SPECIAL_POWER

= SCRIPT_ONLY NEED_SPECIAL_POWER_SCIENCE OK_FOR_MULTI_SELECT

= HELIX_NAPALM_BOMB = Gore

Posted by: n5p29 Apr 6 2009, 11:36 AM

is this also works for comanche rocket pod for AI?

Posted by: Beng Apr 6 2009, 01:42 PM

QUOTE (n5p29 @ Apr 3 2009, 04:36 PM)

is this also works for comanche rocket pod for Al?

Posted by: n5p29 Apr 6 2009, 02:58 PM

QUOTE (Beng @ Apr 6 2009, 12:42 PM)

Yes, you need to create a separate command button for the comanches to use to target objects and not to target the ground, then have the scritps use that command button.

Or to save you changing the scripts, change the existing command button to target objects and not places, make it SCRIPT_ONLY so it is hidden, and make a new non-hidden command button for the human player to use to target the floor.

However i question whether it is worth making the Al use rocket pods because then it might not use the normal comanche weapons, and the rocket pods take a long time to reload.

We can make it like jarmen kell that can use both sniper-killpilot weapons 🔃



QUOTE (Beng @ Apr 6 2009, 12:42 PM)

On a related note, scud launchers have CBHU module but no buttons to use it for

Posted by: Beng Apr 7 2009, 08:18 AM

CBHU is used by the script that tells it to hunt using command button. Hunt using command button is just "use command button on nearest enemy object". Command buttons that cannot be used on enemy objects cannot be used by the script and CBHU. Switch weapon commands cannot be used on enemy objects.

Posted by: Beng Apr 7 2009, 08:24 AM

Here is an updated ParticleSystem.ini that fixes the 21 systems that have BurstCount = 0.00 0.00, which makes them produce between 0.00 and 0.00 particles for each burst, as a result of which they are just a waste of time.

ė.

ParticleSystem.zip (74.72K): 43

Posted by: Beng Apr 7 2009, 08:31 AM

QUOTE (chaos4eva @ Apr 2 2009, 04:13 AM)

I've noticed one thing, Gattling Cannon (and probably other Gattling weaponry)has a status that causes the ParticleSystem GattlingMuzzleSmoke to appear. Probably in CONTINUOUS_FIRE_FAST. When this happens, order the unit to attack something else, you'll notice that the Smoke will stay in the position where the Gattling Cannon was last firing in CONTINUOUS_FIRE_FAST.

To fix this, apply:

ParticlesAttachedToAnimatedBones = Yes

to its W3D draw module.

Good find

ChinaGattlingCannon and ChinaTankOverlordGattlingCannon and ChinaHelixGattlingCannon suffer from the same bug

Posted by: Beng Apr 7 2009, 03:00 PM

QUOTE (n5p29 @ Apr 2 2009, 05:54 PM)

like minigunner cameo shown rifle instead minigun/gattling?

And Col Burton cameo showing http://it.truveo.com/The-Predator-Gatling-Gun/id/2843468249 instead o

nttp://en.wikipedia.org/wiki/Objective_Individual_Combat_Weapon_program

Posted by: Beng Apr 8 2009, 10:02 PM

Better FireFX for non-projectile weapons

This concerns those gun weapons that have ProjectileObject = NONE, like infantry machine guns and quad cannon, tunnle network, humvee and gattling weapons. Some of them have fire FX that use very slow tracers (speed 300) but the weapon speed is 99999999 so what you see is the target getting damaged or killed before the bullet arrives at it. See for example the Pathfinder sniping infantry, the infantry will die first and then the tracer will arrive afterwards.

Also, for the slower tracers, it looks like they are not hitting the target when the target is moving. This especially applies to quad cannons shooting at flying planes. It looks like they are missing the plane but the plane is getting damaged.

To fix all these problems, go through FXList.ini and search for "DecayAt" to find the tracer blocks, then change all the tracer speeds to something like 600 to 800. The gattlings use 1200, that is also ok but i think 6 to 800 is better. Use 600 for shorter range guns and 800 for longer range ones like gattlings and quad cannons.

Then go through Weapon.ini and find all the weapons that use the various MachineGunFire and CannonFire FireFXs and change the weapon speeds from 9999999 to whatever the tracer speed for their FireFX is. It will then look a bit more realistic in the game.

Posted by: Beng Apr 10 2009, 03:55 PM

After installing ZH on my laptop and updating to 1.04, i found that it had 2 copies of INIZH.BIG, one in the program root directory and one in Data\INI subdirectory.

The one in Data\lNI was an older version (30/08/2003). The one in the program root was dated at the date of the 1.04 upgrade (15/03/2005). If you see something similar, delete the older INIZH.BIG in Data\lNI, it is unnecessary.

Posted by: n5p29 Apr 10 2009, 04:26 PM

that's not happen to me. no INIZH.BIG in INI folder. strange

Posted by: Beng Apr 10 2009, 05:11 PM

QUOTE (n5p29 @ Apr 7 2009, 09:26 PM) ᡧ

that's not happen to me. no INIZH.BIG in INI folder. strange

Maybe you have a different version of the installation CDs. Mine is the combined Generals and ZH version

Posted by: Yayo01 Apr 12 2009, 12:30 AM

I noticed that Tao's Nuclear carpet bomber makes two rad fields. So, After looking at Nuke_ChinaCarpetBombWeapon, I noticed this line:

QUOTE

FireOCL = OCL_RadiationFieldMedium

While the second one is located on the death module of the carnethomh itself located in NukeGeneral ini-

QUOTE

Behavior = SlowDeathBehavior ModuleTag_10

DestructionDelay = 0

OCL = INITIAL Nuke_OCL_RadiationFieldSmall

End

To fix it, just remove that slow death and add it to the actual weapon itself

Extra note:

Carnet hombs uses 4 modules just to "detonate" the homb. You can consolidate the following modules

FireWeaponWhenDeadBehavior

SlowDeathBehavior

FXListDie

DestrovDie

Using the InstantDeathBehavior module, example

QUOTE

Behavior = InstantDeathBehavior ModuleTag_08

DeathTypes = ALL

 $FX = Nuke_WeaponFX_CarpetBomb$

Weapon = Nuke_ChinaCarpetBombWeapon

OCL = Nuke_OCL_RadiationFieldSmall

End

To consolidate and optimize it even futher, just move the FX to the actual weapon itself via "FireFX" code. As for the OCL, just use the "FireOCL" on the actual weapon. You will end up with something like this:

QUOTE

Behavior = InstantDeathBehavior ModuleTag_08

DeathTypes = ALL

Weapon = Nuke_ChinaCarpetBombWeapon

End

The weapon itself will handle the detonation effects and spawning of whatever it spawn



Posted by: Beng Apr 12 2009, 06:03 PM

Better still the effect is that the small rad field cancels out the medium one. It seem sthat OCLs called from the projectile death behaviors are triggered later than those called by weapon.ini.

http://www.deezire.net/forums/generals-zero-hour-editing/8783-coding-mistakes-useless-things-inis-ea-games-31.html #post99543-policy and the state of the state

Another bug: China speaker towers don't have buttons for mines upgrades.

Posted by: n5p29 Apr 13 2009, 11:15 AM

QUOTE (Beng @ Apr 12 2009, 05:03 PM) <table-cell-columns>

Another bug: China speaker towers don't have buttons for mines upgrades.

That's not a bug, that's a feature. Before, Speaker Tower was intended to have mines, but then EA removed it

I think this is a bug

Rocket Buggy often to move closer to the enemies to attack even they can attack them from the safe distances. Is this a locomotor issue?

Next, a script bug

In "Desert Fury" map, there's a script that used for the Tech Cave that have been cut from the game.

Posted by: Yayo01 Apr 14 2009, 03:10 AM

That's not a bug, that's a feature. Before, Speaker Tower was intended to have mines, but then EA removed it.

I think this is a bug:

Rocket Buggy often to move closer to the enemies to attack even they can attack them from the safe distances. Is this a locomotor issue?

Next, a script bug:

In "Desert Fury" map, there's a script that used for the Tech Cave that have been cut from the game.

1: I still consider that as a bug because all of the chinese buildings have mines except the speaker tower itself

- 2: From my experience, it's moreover a "Geometry" and "Locomotor" issue. Buggies have a really wide turn radius and it has a big geometry settings on it. In the end, they conflict on each other. I partially fixed that issue in my mod, it still happens but it's rare now.
- 3: Thanks for pointing that it (

Not a bug but would be a nice feature: The speaker towers of the Propaganda Center doesn't function at all

Posted by: Beng Apr 14 2009, 09:14 AM

The rocket buggy locomotor has a low braking number so it cannot stop when it comes within range, it will keep moving for some time before it stops. To control it you have to stop the buggy further than it's range then tell it to move again then stop it again, then move it again, so that it never builds up too high a speed that needs a big stopping distance. Another way is just to hack the weapon range to be bigger.

About map bugs, there are many. Some maps have non-existing objects in them like GLAInfantryAssassin, the MountainGuns map has scripts for non-existing objects and teams amd it's map.ini has code to make EnglishTVStatio do carpet bombing but the object is not in the map.

Posted by: Yayo01 Apr 25 2009, 04:14 AM

Not only that, it also have a epically wide turn radius.

Posted by: n5p29 Apr 25 2009, 11:18 PM

so, can you post your rocketbuggy locomotor? I want to try it.

Posted by: Yayo01 Apr 26 2009, 04:15 AM

Here you go, directly from my mod:

```
Locomotor RocketBuggyLocomotor

Surfaces - GROUND

Speed = 90%

Speed = 90%

Speed = 90%

TurnRate - 180.0%

TurnRate - 180.0%

TurnRateDamaged = 177%

Acceleration = 90%

AccelerationDamaged = 80%

Braking = 50%

MinTurnSpeed = 20%

AccelerationPitchLimit = 5.0d

DocelerationPitchLimit = 5.0d

DocelerationPitchLimit = 5.0d

Speed = 30%

RoilStiffness = 0.1%

RoilStiffness = 0.1%

RoilDamping = 0.2%

RoilDamping = 0.3%

ForwardAccelerationPitchFactor = 0.5% : How much acceleration will cause the front to lift, or dip for stops.

LateralAccelerationRoilFactor = 0.5% : How much velocity will cause the front to liftidip LateralVelocityRoilFactor = 0.5% : How much cornering will cause the chassis to roil.

HasSuspension = Yes : Calculate 4 wheel independent suspension info.

CanMoveBackwards = Yes : Calculate 4 wheel independent suspension info.

CanMoveBackwards = Yes : Calculate 4 wheel independent suspension info.

CanMoveBackwards = Yes : Calculate 4 wheel independent suspension info.

CanMoveBackwards = Yes : Calculate 4 wheel independent suspension info.

CanMoveBackwards = Yes : Calculate 4 wheel independent suspension info.

CanMoveBackwards = Yes : Calculate 4 wheel independent suspension info.

CanMoveBackwards = Yes : Calculate 4 wheel independent suspension info.

CanMoveBackwards = Yes : Calculate 4 wheel independent suspension info.

GroupMovementPriority = MOVES_BACK

Apply2DFrictionWhenAirborne = Yes

Extra2DFriction = 25.0%

End
```

CODE



Posted by: Yayo01 May 2 2009, 09:56 PM

Anyone tried the codes?

Posted by: Yayo01 May 6 2009, 12:35 AM

Bua:

Some of the GLA faction's fake buildings don't properly use there Selection sounds. They should use "FakeBuildingSelect" and not the sounds by the real version of the fakes...

The detonate button of the fake buildings doesn't properly fire the Damage Weapon. So, When you detonate it, the weapon never fires.

Posted by: Zeke May 6 2009, 09:29 AM

Not really a bug but something that's bothered me.

B3 "stealth" bomber isn't stealth

Posted by: Yayo01 May 6 2009, 02:41 PM

It is stealthed but not invisible, Minimap radar wise and the lack of housecolour adds to the stealthiness of it. 😜



Posted by: Zeke May 6 2009, 07:13 PM

I want it invisible D:

Also, about the A10 thing that was discussed on the deezire thread. It could be they did that to make all missiles fire at once. Might not be a simple bone problem (at least I hope EA's not that dumb)

Posted by: n5p29 May 6 2009, 08:30 PM

QUOTE (Yayo01 @ May 5 2009, 11:35 PM)

The detonate button of the fake buildings doesn't properly fire the Damage Weapon. So, When you detonate it, the weapon never fires.

QUOTE (Zeke @ May 6 2009, 06:13 PM)

Also, about the A10 thing that was discussed on the deezire thread. It could be they did that to make all missiles fire at once. Might not be a simple bone problem (at least I hope EA's not that dumb)

Posted by: Beng May 7 2009, 01:39 AM

> I want it invisible D

Don't think of it as a stealth bomber, just think of it as an object used to drop the moab. If you want it stealthed, that is easily done. Just add the stealthupdate module.

> Also, about the A10 thing that was discussed on the deezire thread. It could be they did that to make all missiles fire at once. Might not be a simple bone problem (at least I hope EA's not that dumb) 🤤

The missiles do not all fire at once. It is a bone problem. They should have sorted out the model, then they could use the OCL like the napalm strike one which fires weapons instead of using awkward bone transform codes.

Just open the model in RenX and see the missile bone pivots, they are all pointed sideways instead of forwards. It is very simple to fix it, but their model making people were not talking to the coders.

If you try using the launch bones for a weapon, like say patriot missile weapon, you will see the effect of the sideways oriented launch bone pivots. The missile will shoot out sideways instead of forwards.

Posted by: Yayo01 May 7 2009, 04:16 AM

Not sure if this is an issue with my mod or ZH itself. But, while poking thru the code of Stealth General, I noticed this on his fake buildings:

CODE

```
Behavior = StealthUpdate ModuleStealth_09
StealthDelay = 2500; msec
StealthForbiddenConditions = ATTACKING USING_ABILITY TAKING_DAMAGE
InnateStealth = No;Requires upgrade first
OrderIdleEnemiesToAttackMeUponReveal = Yes
End
Behavior = StealthUpgrade ModuleTag_15
TriggeredBy = Upgrade_GLACamoNetting
END
```

Look's like the fake buildings of Kassad can be stealthed by design. But, the commandsets of the fake buildings defaults to the DEFAULT VGLA Fake building commandset. So, it makes that stealth field useless.

Not sure if it's worth restoring or if restored, it would conflict with the "ReplaceObjectUpgrade" module.

Posted by: Beng May 7 2009, 06:34 AM

> Not sure if it's worth restoring or if restored, it would conflict with the "ReplaceObjectUpgrade" module.

It should not conflict with ReplaceObjectUpgrade since that uses a different upgrade.

However, after replacing it with a real building you will of course have to buy the stealth upgrade all over again to stealth the real building since it is a different object, unless you have 2 ReplaceObjectUpgrade modules, one which replaces it with a real object if the camo netting has not been purchased (conflicts with the camo netting upgrade), and one which replaces it with a real stealthed object if the camo netting upgrade has already been purchased (requires both upgrades and requires all triggers), but this gets complicated since you will need 2 versions of all the buildings that have fake versions, one with innate stealth and one with upgradable stealth. Also, the object type lists in scripts in maps will not pick up the new versions of buildings, so i think it is best not to make extra versions.

In short i think the command button should be added to those fake buildings to stealth them, so the player can stealth the fakes if he wants to. He may of course prefer to leave them visible so the enemy can see them and attack them instead of his real buildings.

Posted by: Beng May 7 2009, 09:33 PM

The CINE china troop crawler empty uses tank instead of truck draw and so lacks tire bone specs. As a result in CINE cut scenes involving this object it just slides on the ground without the wheels rotating (see boss challenge map intro cut scene when you play as a China faction for example). To fix it copy the entire draw module from a standard China troop crawler and replace the one in the CINE one with it.

Posted by: Yayo01 May 8 2009, 12:51 AM

Alot of stealth detectors have the following codes either commented out or non existent at all:

CODE

```
IRParticleSysName = IRDetectSonar
IRBrightParticleSysName = IRDetectSonarBright
IRGridParticleSysName = IRDetectGrid
IRBeaconParticleSysName = IRLenzflare
IRParticleSysBone = IRFX
```

IMO, It should be used again for the StealthDetectorUpdate module

Posted by: Beng May 8 2009, 01:01 AM

Only the troop crawler has those. You can add them to other objects if you want, but if too many things have those particle systems it can be quite distracting to look at. It might also give away the position of stealthed objects like pathfinders and lotus. The grid effect is nice though, for things like radar scans.

Posted by: Yayo01 May 8 2009, 01:20 AM

Hmmm, The grid effect is disabled for the troopcrawler in ZH. While in vGen, It's used by the troopcrawler.

Posted by: Yayo01 May 8 2009, 05:09 AM

The GLA barrack has this in it's code:

```
Prerequisites
; Object = GLASupplyStash
End
```

Since it's useless and pretty much eating up resources. It's safe to remove it. IIRC, there's a few like this in other objects too

Posted by: Beng May 8 2009, 04:47 PM

I think all the prerequisites that are factories that build the objects should be removed because they are not needed since if you don't have the factory you can't build the object. For example all infantry objects should have the barracks prerequisite removed since you don't need it, since if you don't have the barracks, you cannot build the infantry.

This will make it easier for you to use script or ini to make an object buildable from another object. For example in a certain map you way want an infantry to be buildable by a war factory without the player having a barracks. You can then just use script to add the build infantry button to the war factory without worrying about the prerequisite.

One effect of having prerequisites that are objects is that the prerequisite object becomes counted as a factory, and for script purposes, if you have a script that considers a player defeated when all his factories are destroyed, then the prerequisite object is counted as such a factory, even if it is not a factory. For example if you make the tech artillery platfoirm a prerequisite for building something else, then in maps where you have a script that ends the game when all a player's factories are destroyed, you have to destroy not only the factories but also the artillery platforms the player owns.

Posted by: n5p29 May 8 2009, 07:33 PM

About tech buildings, many tech buildings use SDZ select voice. Also some tech buildings didn't leaving rubbles when destroyed. For example Tech Repair Bay and Tech Reinforcement Pad.

Posted by: Yayo01 May 9 2009, 06:43 AM

Another issue with the Tech building. They basically have this:

CODE

UnitSpecificSounds UnderConstructior

= UnderConstructionLoop

You don't even build the tech building by default xD.

Posted by: Zeke May 9 2009, 08:42 AM

QUOTE (Beng @ May 7 2009, 01:39 AM)

The missiles do not all fire at once. It is a bone problem. They should have sorted out the model, then they could use the OCL like the napalm strike one which fires weapons instead of using awkward bone transform codes.

I checked again, and while they don't fire all at once, the missiles fire 2 at a time from the outer parts of the wings to the inner, which IIRC cannot be achieved through regular weapon coding

Posted by: Beng May 10 2009, 09:41 PM

QUOTE (Zeke @ May 6 2009, 01:42 PM)

I checked again, and while they don't fire all at once, the missiles fire 2 at a time from the outer parts of the wings to the inner, which IIRC cannot be achieved through regular weapon coding.

Actually it is from the inner to the outer, but you are right, the OCL is able to fire 2 shots at once and then pause 500ms and then fire 2 more shots at once, which can be achieved through regular weapon coding by setting delay between shots to 0, clip size 2, reload time 500, but cannot work with OCL firing the 6 missiles and also the gun at the same time. There is also the diving bit and the strafing FX for a non-projectile weapon which cannot be done without the OCL special power.

Still i think they should have fixed the model bones, which are wrongly oriented. Also the D model has "bomb" subobjects which makes the missiles under the wings suddenly look fat when the A10 is really damaged.

Posted by: Yayo01 May 11 2009, 02:41 AM

Minor bug:

The Hellfire drone upgrade (Key H) interferes with the View Main command Center command (Key H). So, when you upgrade a unit with a hellfire drone via hotkeys, it will make your view back to your command center.

Posted by: Zeke May 14 2009, 11:45 PM

not sure if it's been posted yet but the scud missile slows down from 300 to 200 when reallydamaged.

Posted by: Beng May 15 2009, 06:15 AM

ScudStormMissile you mean. It has 0 braking though, so it cannot slow down. It would be ok if it did since damaged things should go slower.

Posted by: Yayo01 May 16 2009, 11:06 AM

I think he's talking about the Scud missiles that comes from the Scud Launcher $\begin{tabular}{c} \end{tabular}$



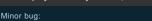
Posted by: Zeke May 16 2009, 02:43 PM

forget what I said, I forgot I modded the scud missile locomoter in my mod 🤤



Posted by: n5p29 May 17 2009, 09:47 PM

QUOTE (Yayo01 @ May 11 2009, 01:41 AM)



The Hellfire drone upgrade (Key H) interferes with the View Main command Center command (Key H). So, when you upgrade a unit with a hellfire drone via hotkeys, it will make your view back to your command center.

Posted by: Yayo01 May 26 2009, 09:08 PM

Whoops, i think they patched that in 1.4.

Oh yeah, while trolling ChallengeMode.ini, i found this:

```
GeneralPersona10
END
```

Posted by: Yayo01 May 27 2009, 02:39 PM

Nuke_SUPERWEAPON_ChinaCarpetBomb have two entries in ObjectCreationList.ini. The main difference is, the first entry uses a nonexisting bomb called "GC_Nuke_ChinaCarpetBomb" while the one in use at the moment uses the bomb called "Nuke_ChinaCarpetBomb"

Posted by: Zeke Jun 1 2009, 05:53 PM

not sure if this is a mistake but the medic hazard cleaning weapon has this:

CODE

CODE

Posted by: n5p29 Jun 1 2009, 10:47 PM

same as Toxin Tractor and Dragon Tank primary weapon unupgraded version (Anthrax Beta and Black Napalm is right)

Posted by: mustang2142 Jun 2 2009, 08:46 AM

First of all gen ZH was not made by EA that is now, they were westwood guys on the generals, because EA pushed them they didn't quite polished it, still they made it playable to this day.(rumors about SWEAW 2 are getting louder)

A very old bug making ejected pilots not being registered as an enemy target for a duration of about 5 seconds.

More chances escape with a pilot, but eventually they spot him. Meh, Is this a feature or something? Now I actually am thinking about it that that might be a failsafe.

Oh and for the record nice about SCUD firing info just added it to my king scud launcher , yes AcceptableAimDelta is seriously a great choice i just didn't remember of, for a tease, I made that scud launcher another alt turret so it can fire Anti Air, it fires a previously unused scudmissile_air model that I somehow found in the code, and it's a lot of fun too seeing it fire, especially now with AimDelta large so it doesn't need to move, increases preformance against aircraft as they are all fast for normal scud launcher behavior(slow)

Posted by: Zeke Jun 2 2009, 12:12 PM

QUOTE (mustang2142 @ Jun 2 2009, 08:46 AM)

A very old bug making ejected pilots not being registered as an enemy target for a duration of about 5 seconds.

More chances escape with a pilot, but eventually they spot him. Meh, Is this a feature or something? Now I actually am thinking about it that that might be a failsafe.

CODE

Posted by: mustang2142 Jun 4 2009, 03:34 AM

Vehicles called from script to spawn via cargo plane reinforcement seem not to have parachute as they are 75% damaged when on ground, is there a fix I can add a LargeParachute for applying to vehicles.

This is a GLACargoplane (modified from other mod)

Posted by: Beng Jun 8 2009, 12:02 PM

> is there a fix I can add a LargeParachute for applying to vehicles.

No, when you use a script to drop things from a plane they will be put in the container specified in the DeliverPayloadAlUpdate in the plane. You cannot make it use different

containers for different things. Therefore, change the AmericaParachute to be able to contain INFANTRY PARACHUTABLE VEHICLE CRATE then it can contain anything you may want to drop from the plane.

Posted by: Beng Jul 11 2009, 10:54 AM

In ZH weapon.ini, NapalmBombWeapon and BlackNapalmBombWeapon both have

VeterancyProjectileExhaust = HEROIC HeroicMissileExhaust

when they do not have projectiles! These weapons make the fire when the bomb explodes, they do not fire any projectiles.

Posted by: n5p29 Jul 12 2009, 11:17 PM

This is not a coding mistake or bug, but this model bug can be fixed trough codings: http://media.moddb.com/images/mods/1/13/12336/civilian_fixed_refinery.jpg

Oil Refinery have double flag in SNOW condition. To fix this, use hide the flag subobject in actual ZBRefinery_S.W3D by using HideSubObjects tag.

Posted by: Beng Jul 17 2009, 11:54 PM

Here are some suggested geommetery for the propaganda center, the model is not centered so it is hard to get good dimensions, but these include most of the main buildings:

CODE

```
Geometry = BOX
GeometryMajorRadius = 37.0
GeometryMinorRadius = 61.0
GeometryHeight = 30.0
GeometryIsSmall = No
FactoryExitWidth = 25
```

The factory exit width is optional - only if you use it to build units

Here are the module settings to use it as a unit factory

CODE

```
Behavior = ProductionUpdate ModuleTag_10

NumDoorAnimations = 1

DoorOpeningTime = 2000 ;in mSeconds

DoorWaitOpenTime = 4000 ;in mSeconds

DoorCloseTime = 5000 ;in mSeconds

ConstructionCompleteDuration = 1500 ;in mSeconds

End

Behavior = DefaultProductionExitUpdate ModuleTag_13

UnitCreatePoint = X: 0.803 Y:43.471 Z:0.257

NaturalRallyPoint = X: 46.0 Y:43.471 Z:0.0 ;NaturalRallyPointX must always match

GeometryMajorRadius!-ML

End
```

Posted by: Beng Jul 18 2009, 10:55 AM

The Silly ZH Red Guard Bug:

This is a serious bug that affects gameplay: in ZH some of the CINE china red guard objects have in their Weaponsets:

AutoChooseSources = PRIMARY None AutoChooseSources = SECONDARY None AutoChooseSources = TERTIARY None

The result of this is that when you port over campaign missions from Generals to ZH, or when you use CINE red guards in your maps in ZH, they cannot shoot anything! This is why in my mod, when you play the china campaign, the cut scene when the GLA fight with the Chinese parade has the red guards all standing still and not shooting back at them. I only just figured out why this happened, it will be fixed in a future version of my mod.

http://cncmaps.com/uploader/images/sillyredguardbug.jpg

Posted by: n5p29 Jul 18 2009, 08:20 PM

 $ahh...\ that \text{'s why when I try classic campaign in ZH the redguards just standing still. like above.}$

and, I just come with an idea to fix tunnel network bug, where if you attack the tunnel network with bunker buster or neutron weapon the unit inside will killed even the tunnel network still under construction, but I haven't tried it.

just, how if, the tunnel network have an overlord contain module, that the portable structure inside it is the actual tunnel network?

Posted by: Beng Jul 21 2009, 06:54 AM

> just, how if, the tunnel network have an overlord contain module, that the portable structure inside it is the actual tunnel network?

You can try it and see, but i think an easier way is the way you used to stop the supply dropzone exploit: the built object immediately becomes the real tunnel by suicide OCL, or by using the fake structure becoming real structure method (replace object upgrade with grant upgrade create), which may be better because i think this stops units driving through the structure, which happens if it is made by OCL.

Stupid map.ini KindOf = + bug

Now here is a bug that is very common in EA games maps, and is also followed by some map makers who saw EA games doing it and followed it without testing to see if it works:

In maps that have a map.ini that modifies the KindOf of some objects, EA games wrongly put KindOf = +WhatevrKindTheyWantToAdd

For example see the map.ini for MD_CHI02 map in ZH china campaign (the map where you have to defend a China base until helixes come to give you dozer). It is supposed to make the big civilian nuke building (they also made it make 30 power) and the SpyPost buildings capturable, but it does not do that - in the game you cannot capture them. They put KindOf = +CAPTURABLE, this is wrong.

This never works. Using plus sign in map.ini KindOf is not like += in C++ coding. It does not add the kindof after the + sign to the existing KindOf flags.

The correct method is to list the whole KindOf line from the object in the INIZH.BIG ini file, then add your own KindOf to the line. Using + sign is useless!

So for example, in MD-CHI02 map.ini EA put:

CODE

```
Object CBNukeD

KindOf = +CAPTURABLE +FS_POWER

EnergyProduction = 30

AddModule

Behavior = FireWeaponWhenDeadBehavior ModuleTag_BOOM

DeathWeapon = ChinaPowerPlantDeathWeapon

StartsActive = Yes

End

End

END
```

This is wrong!

In INIZH BIG the KindOf for CBNukeD is:

CODE

KindOf = STRUCTURE SELECTABLE IMMOBILE

So the corredct KindOf code to put in map ini to make it capturable and considered to be FS_POWER kind of object is

CODE

KindOf = STRUCTURE SELECTABLE IMMOBILE CAPTURABLE FS_POWER

Posted by: n5p29 Jul 21 2009, 05:57 PM

QUOTE (beng)

You can try it and see, but i think an easier way is the way you used to stop the supply dropzone exploit: the built object immediately becomes the real tunnel by suicide OCL, or by using the fake structure becoming real structure method (replace object upgrade with grant upgrade create), which may be better because i think this stops units driving through the structure, which happens if it is made by OCL.

I'm worried if we use that method, the AI will consider it as a "building lost" and will try to build the tunnel network again, then infinitely build tunnel network, and crash the game. Like when I try to make your LDN mod AI for Nuke General, when build the fake nuke silo it repeating and repeating again and make the game crashes. So I think the loverlord contain method is the best way.

Posted by: n5p29 Jul 31 2009, 03:34 PM

Another bug

All USA Pathfinder have its VoiceFear defined two times on the audio parameters. Remove one!

Posted by: Beng Aug 6 2009, 01:38 AM

GLA Saboteur uses normal running animations when climbing cliffs. He should instead use climbing animations - you can copy the ones from Colonel Burton to the Saboteur draw module

Since Saboteur uses worker skeleton, you can also use those animations for the worker if you want the shoes upgrade to let him climb cliffs for example, but you also need to HideSubObject = MINED_SKIN BOX BONE-GUN

For the climbing conditionstates

Posted by: n5p29 Aug 9 2009, 10:43 PM

the worst saboteur bug is on DemoGeneral.ini

Demo General Saboteur didn't have death module like (slowdeathbehavior or destroydie) for suicided condition!

If you try to make Saboteur available for DemoGen and make him detonate/suicide, he will immortally standing still on the map (similar to crushed marauder or dead chinook bug issues)

Another bug that I've found is all USA Firebases didn't have AWAITING_CONSTRUCTION PARTIALLY_CONSTRUCTED REALLYDAMAGED condition on ModuleTag_01

Posted by: Beng Aug 11 2009, 06:31 PM

Wow that is really a silly bug with the demo saboteur. Thanks for telling about it, i will fix it in my mod.

QUOTE (n5p29 @ Aug 7 2009, 02:43 AM)

Another bug that I've found is all USA Firebases didn't have AWAITING_CONSTRUCTION PARTIALLY_CONSTRUCTED REALLYDAMAGED condition on ModuleTag_01

For most objects, that state can be Aliased under the partially constructed state, the one with adjust height by construction percent. It looks better toc

A related bug is for the demotraps. They should use that too for the awaiting construction state so that if you tell a worker to build one then tell him to do something else before he gets to the place you want him to build at, you can then tell him to go back and finish the construction of the demotrap. If awaiting construction uses Model = None then the worker cannot finish the construction because there is no drawn model for you to click on.

Also, the demotraps have unused animations. You should make it loop the animation so you get a flashing light on it.

Posted by: Yayo01 Aug 12 2009, 02:10 AM

Wow, i've been gone for a few months and this thread is still going!

@Beng and n5p29: Thanks for noting those critical errors and bugs, especially the map.ini ones!

To add a few sound related bugs:

- 1: All classes of the Battlemasters uses the Nuclear Battlemaster engine sounds by default. If you listen closely to the vGen battlemaster, the engine sounds are more aggressive and rickety. While the vZH one, it sounds clean and smooth. Also, battlemasters (except tao's version) are missing one engine sound that existed in vGen.
- 2: Another battlemaster bug: They use a fire sound that was intended for the autoloaders by default. Listen closely to the vGen battlemaster, you'll notice that it sounds weak. While in vZH, it sounds abit more punchy and has more kick.

Posted by: Yayo01 Aug 12 2009, 02:47 AM

Just stumbled upon this just now:

On the map.ini of MD_CHI03, this entries exist:

CODE

```
Object EnglishTVStation
AddModule
DisplayName = UPGRADE:Radar
KindOf = STRUCTURE SELECTABLE IMMOBILE CAPTURABLE TECH_BUILDING
CommandSet = EnglishTVStatioCommandSet
Behavior = TechBuildingBehavior ModuleTag_09
End
Behavior = KeepObjectDie ModuleTag_IWantRubble
End
Behavior = GrantUpgradeCreate ModuleTag_10
UpgradeToGrant = Upgrade_AmericaRadar
ExemptStatus = UNDER_CONSTRUCTION
End
End
RemoveModule ModuleTag_03
End
```

```
Object AmericaFireBase

ReplaceModule ModuleTag_04

Body = HiveStructureBody ModuleTag_04_Override

MaxHealth = 400.0

InitialHealth = 400.0

End

End

End
```

CODE

= +CASH GENERATOR +CAPTURABLE

Posted by: Beng Aug 12 2009, 05:23 AM

QUOTE

Another bug...now from MD USA03: [code]Object AmericaInfantryColonelBurton KindOf = +REJECT_UNMANNED End

Posted by: Yayo01 Aug 12 2009, 05:43 AM

Hmmm, I remember accidentally commanding him to go to a unmanned unit and he didn't do it. Not sure especially when my memory is unreliable 🤤



Posted by: Beng Aug 13 2009, 10:17 AM

GLA holes

I can't remember if this has been noted already in this thread, but all GLA sub-factions have their own hole objects, but their buildings use standard vanila GLA holes.

You could make them use their own holes and make Slth general have stealthed workers come from the hole to rebuild for example, demo general's holes could be explodable, and chem general's holes could make toxin fields when destroyed.

Also, the hole model has door opening animations that are not used because the reskins override the door draw module with the building rubble model.

Posted by: n5p29 Aug 13 2009, 03:52 PM

I think the GLA hole door opening animation is cut from the Generals. Because the actual hole model (UBHole) also have door that not animated. Just look weird if you put the door model into the game.

Posted by: Yayo01 Aug 18 2009, 02:58 AM

Got a few errors. Got this from the error log that the INI checker (by Creator) gave me after checking my INI files:

Weapon related:

QUOTE

Object AirF_AmericaVehicleSentryDrone has ExperienceRequired without IsTrainable = yes.

Weapon StrategyCenterGun has WeaponBonus = PLAYER_UPGRADE without Behavior = WeaponBonusUpgrade in owner unit and in ProjectileObject.

Weapon AvengerAirLaserOne has WeaponBonus = PLAYER_UPGRADE without Behavior = WeaponBonusUpgrade in owner unit and in ProjectileObject.

Weapon AvengerAirLaserTwo has WeaponBonus = PLAYER_UPGRADE without Behavior = WeaponBonusUpgrade in owner unit and in ProjectileObject.

Weapon MissileDefenderMissileWeapon has WeaponBonus = PLAYER_UPGRADE without Behavior = WeaponBonusUpgrade in owner unit and in ProjectileObject.

Weapon MissileDefenderLaserGuidedMissileWeapon has WeaponBonus = PLAYER_UPGRADE without Behavior = WeaponBonusUpgrade in owner unit and in ProjectileObject.

Weapon GLABikerKellSniperRifle has WeaponBonus = PLAYER_UPGRADE without Behavior = WeaponBonusUpgrade in owner unit and in ProjectileObject.

Weapon GLARebelBikerMachineGun has WeaponBonus = PLAYER_UPGRADE without Behavior = WeaponBonusUpgrade in owner unit and in ProjectileObject.

Weapon CINE_GLARebelMachineGun has WeaponBonus = PLAYER_UPGRADE without Behavior = WeaponBonusUpgrade in owner unit and in ProjectileObject.

Weapon RangerFlashBangGrenadeWeapon has ScatterRadius and ProjectileObject has GarrisonHitKill. They are conflicting parameters.

Weapon BattleDroneMachineGun has WeaponBonus = PLAYER_UPGRADE without Behavior = WeaponBonusUpgrade in owner unit and in ProjectileObject.

Weapon GLAAngryMobNexusHarmlessWeapon has WeaponBonus = PLAYER_UPGRADE without Behavior = WeaponBonusUpgrade in owner unit and in ProjectileObject.

Weapon GLAAngryMobAK47Weapon has WeaponBonus = PLAYER_UPGRADE without Behavior = WeaponBonusUpgrade in owner unit and in ProjectileObject

Neapon GLAAngryMobAK47NoDamageWeapon has WeaponBonus = PLAYER_UPGRADE without Behavior = WeaponBonusUpgrade in owner unit and in ProjectileObject. Weapon BombTruckHighExplosionBombDamage has WeaponBonus = PLAYER_UPGRADE without Behavior = WeaponBonusUpgrade in owner unit and in ProjectileObject. Weapon Demo_BombTruckHighExplosionBombDamage has WeaponBonus = PLAYER_UPGRADE without Behavior = WeaponBonusUpgrade in owner unit and in ProjectileObject. Weapon ArtilleryPlatformGun has WeaponBonus = PLAYER UPGRADE without Behavior = WeaponBonusUpgrade in owner unit and in ProjectileObject. Weapon BattleShipGunReal has WeaponBonus = PLAYER_UPGRADE without Behavior = WeaponBonusUpgrade in owner unit and in ProjectileObject.

Weapon Tank_OverlordTankGun has WeaponBonus = PLAYER_UPGRADE without Behavior = WeaponBonusUpgrade in owner unit and in ProjectileObject. Weapon Chem_TechnicalRPGWeapon has WeaponBonus = PLAYER_UPGRADE without Behavior = WeaponBonusUpgrade in owner unit and in ProjectileObject.

QUOTE

 $Object\ MISSION_America Vehicle Sentry Drone\ has\ Experience Required\ without\ Is Trainable = yes.$

Object MISSION_AmericaVehicleSentryDrone has UpgradeCameo = Upgrade_AmericaDroneArmor which is unused by this object.

Object AmericaVehicleSentryDrone has ExperienceRequired without IsTrainable = yes.

 $\label{eq:object_Boss_TunnelNetwork} Object \ Boss_TunnelNetwork \ has \ Behavior = ArmorUpgrade \ without \ ArmorSet \ for \ it.$

Object Boss_TunnelNetwork has UpgradeCameo = Upgrade_GLAAPBullets which is unused by FactionBossGeneral.

Object Boss SupplyCenter has Behavior = ArmorUpgrade without ArmorSet for it.

Object Boss_JetSpectreGunship has ExperienceRequired without IsTrainable = yes.

Object Boss_JetAurora has UpgradeCameo = Upgrade_AmericaCountermeasures which is unused by FactionBossGeneral.

Object Boss_JetRaptor has UpgradeCameo = Upgrade_AmericaLaserMissiles which is unused by FactionBossGeneral

Object Boss_JetRaptor has UpgradeCameo = Upgrade_AmericaCountermeasures which is unused by FactionBossGeneral.

Object Boss_JetRaptor has UpgradeCameo = Upgrade_AmericaLaserMissiles which is unused by this object.

Object Boss_InfantryJarmenKell has UpgradeCameo = Upgrade_GLAAPBullets which is unused by FactionBossGeneral.

Object Boss_VehicleSentryDrone has ExperienceRequired without IsTrainable = yes.

Object Boss_VehicleSentryDrone has UpgradeCameo = Upgrade_AmericaDroneArmor which is unused by FactionBossGeneral.

Object Boss_TankAvenger has ExperienceRequired without IsTrainable = yes.

 $\label{thm:continuous} Object\ Boss_TankOverlord\ has\ UpgradeCameo = Upgrade_ChinaUraniumShells\ which\ is\ unused\ by\ this\ object.$

Object Boss_VehicleRocketBuggy has UpgradeCameo = Upgrade_GLAJunkRepair which is unused by FactionBossGeneral.

Object Boss_VehicleCombatBikeTerrorist has Behavior = WeaponSetUpgrade without WeaponSet for it.

Object Boss_VehicleCombatBikeTerrorist has UpgradeCameo = Upgrade_GLAJunkRepair which is unused by FactionBossGeneral.

Posted by: Yayo01 Aug 19 2009, 03:57 AM

A minor one that perhaps is not even a bug: Overlord and Emperor tanks doesn't have the horde logic.

Posted by: n5p29 Aug 19 2009, 12:08 PM

Science buttons fail!

if you check the CommandButton.ini file you'll find unit unlock science like paladin, pathfinder or marauder like this:

QUOTE

CommandButton Command PurchaseSciencePaladinTank

Command = PURCHASE SCIENCE

Science = SCIENCE_PaladinTank

Object = AmericaTankPaladin

ButtonImage = SAPaladin

ButtonBorderType = UPGRADE; Identifier for the User as to what kind of button this is

End

QUOTE

 $Command_Purchase Science Nuke Launcher$

Command = PURCHASE_SCIENCE

Science = SCIENCE_NukeLauncher

ButtonImage = SNNukeCannon

ButtonBorderType = UPGRADE; Identifier for the User as to what kind of button this is

End

Posted by: Yayo01 Aug 20 2009, 04:39 AM

Stealth General's combat bikes have this:

CODE

End

Posted by: n5p29 Aug 20 2009, 11:54 AM

QUOTE (Yayo01 @ Aug 19 2009, 02:57 AM)

A minor one that perhaps is not even a bug: Overlord and Emperor tanks doesn't have the horde logic.

Posted by: Yayo01 Aug 21 2009, 05:07 PM

Nah, Overlords and Emperors are downright slow man 🤤



Posted by: Beng Aug 21 2009, 06:36 PM

Some interesting info here about Beta remains in Generals:

http://wiki.falloutstudios.net/wiki/Beta_remains_in_Generals

Posted by: Yayo01 Aug 22 2009, 04:42 AM

A few interesting threads:

It's a patch 1.3 bug thread. But, knowing EA...those bugs will still probably exist in Patch 1.4.

http://www.deezire.net/forums/generals-zero-hour-editing/6764-zh-1-03-bugs.html

For those who don't want to open it, here's a quotation instead:

QUOTE (coolfile)

1. No comanche can benefit from the laser guided missile upgrade, though the WeaponBonus is in its weapon.

```
Weapon ComancheRocketPodWeapon
```

2. Typing Mistake. it sould be Upgrade_Fanaticism.

CODE

3. The Frenzy marks can be placed in shroud, like the SpecialPowerSpySatellite. however, it should act similarly as the para-drops. the earlier patches didn't fix it while the patch 1.03 doesn't.

CODE

QUOTE (Rene)

1) Battlebus has received the dummy air weapon for both the empty and occupied state making an empty battlebus capable of targeting air units.

```
= PLAYER_UPGRADE
Weapon
```

- 2) All pilots are given the chemical suits cameo but they don't actually get the chemical suits
- 3) The superweapon general is the only USA general that has the effects of drone armor reduced for the battle drone
- 4) The spectre gunship of the laser general, the airforce general and the superweapon general has a duplicate entry experience value, both reading different values
- 5) The map reveal bug for the normal USA avenger is still present.
- 6) The avenger of the airforce general does not receive the new avenger armor.
- 7) Black napalm missiles still inflict explosion damage.
- 8) Toxin general terrorist explosion power has been decreased when you get anthrax gamma.
- I don't know if the following are bugs in the patch log or that they are bugs in not being adjusted
- 9) Minigunner range was not decreased
- 10) The helix of the infantry general does not have it's health decreased

QUOTE (coolfile;80005)

I'm doing that for my mod.



one more bug is found, the emperor tank cann't be effected by the subliminal upgrade, it hasn't been fixed in 1.03 yet, :mad:

```
PulseFX
UpgradeRequired
```

QUOTE

I downloaded the patch and in it EA took away the ability to carpet bomb the GLA. I am playing it on Hard mode (the Campaign) and I cannot seem to beat it. I am not new to this game at all and I know that my strategy is sound. I have even had friends who play this game all the time come over and give it a shot. There has to be something I'm missing. If you can beat this mission on hard mode I give you a lot of props and ask for a little help. China Campaign Three is kicking my butt.

Posted by: Beng Aug 25 2009, 03:17 AM

On the pilots and chemsuits thing, i think n5p29 or someone tried giving them chemsuits and it crashed the game, so best to remove the cameo and not give pilots chemsuits.

Posted by: n5p29 Aug 25 2009, 04:14 PM

yes, I have tried giving the pilots chemsuit upgrade. the result makes the game crashes in the middle of match.

and..

another coding mistake:

TOXIN TRACTOR SALVAGE UPGRADE MISTAKE

As you know, in ZH the Toxin Tractor will upgrade its turret when it get salvage crates.

But after I look closer to the model (UVToxinTrk.W3D) it not just upgrade its turret. Salvages also give additional toxin tanks! but it's not coded properly.

http://www.cncmaps.com/uploader/images/glatoxintractorupgrades.jpg

From bottom:

- no salvage
- first salvage --> bigger turret and toxin tanks
- second salvage --> even bigger turret and also additional toxin tank on the back

And here's the proper code for **GLAVehicleToxinTruck**:

```
HideSubObject = TurretUP01 TurretUP02 ToxTanks01 HOUSECOLOR02 ToxTanks03 HOUSECOLOR04
AliasConditionState WEAPONSET PLAYER UPGRADE
END
ConditionState = USING WEAPON B WEAPONSET PLAYER UPGRADE
  Model = UVToxinTrk
 ParticleSysBone = none AnthraxPuddleContinuous
AliasConditionState WEAPONSET PLAYER UPGRADE RUBBLE
END
END
ConditionState = WEAPONSET_CRATEUPGRADE_ONE
 HideSubObject = Turret TurretUP02 ToxTanks00 HOUSECOLOR01 ToxTanks03 HOUSECOLOR04
AliasConditionState WEAPONSET_PLAYER_UPGRADE WEAPONSET_CRATEUPGRADE_ONE
ConditionState = USING WEAPON B WEAPONSET CRATEUPGRADE ONE
 HideSubObject = Turret TurretUP02 ToxTanks00 HOUSECOLOR01 ToxTanks03 HOUSECOLOR04
 ParticleSysBone = none AnthraxPuddleContinuous
END
 WeaponLaunchBone = PRIMARY WeaponB
AliasConditionState RUBBLE WEAPONSET CRATEUPGRADE ONE
  TurretPitch = TurretEL01
```

```
WeaponFireFXBone = PRIMARY WeaponB
WeaponLaunchBone = PRIMARY WeaponB
 END
ConditionState = WEAPONSET_CRATEUPGRADE_TWO
AliasConditionState WEAPONSET_PLAYER_UPGRADE WEAPONSET_CRATEUPGRADE_TWO
ConditionState = USING_WEAPON_B WEAPONSET_CRATEUPGRADE_TWO
END
ConditionState = USING_WEAPON_B WEAPONSET_PLAYER_UPGRADE WEAPONSET_CRATEUPGRADE_TWO
 ParticleSysBone = none AnthraxPuddleContinuous
ConditionState = REALLYDAMAGED WEAPONSET_CRATEUPGRADE_TWO
 WeaponLaunchBone = PRIMARY WeaponC
ConditionState = USING WEAPON B REALLYDAMAGED WEAPONSET CRATEUPGRADE TWO
ConditionState = USING_WEAPON_B REALLYDAMAGED WEAPONSET_PLAYER_UPGRADE WEAPONSET_CRATEUPGRADE_TWO
 WeaponFireFXBone = PRIMARY WeaponC
 ParticleSysBone = none AnthraxPuddleContinuous
END
```

Dust = RocketBuggyDust DirtSpray = RocketBuggyDirtSpray

Posted by: Beng Aug 25 2009, 07:54 PM

Have you looked for unused command center models? I read somewhere there are unused models for the new faction generals in ZH, like chem general command center should have a toxin tank outside etc.

Posted by: chaos4eva Aug 25 2009, 08:08 PM

The unused Command Centers for certain Generals exists in the .BIG files. But all that exists of them are the static models with (presumably) no animations.

Posted by: Yayo01 Sep 3 2009, 06:40 PM

They are just static models... Restoring the "unique for each general" command centers would require ALOT of painstaking work.

Posted by: Yayo01 Sep 6 2009, 01:08 AM

Minor bugs:

Dr.thrax's stinger site is missing this:

CODE

UpgradeCameo1 = Chem_Upgrade_GLAAnthraxGamma

GC_Chem_GLATunnelNetwork object have incorrect portrait and button images

Toxin rpg trooper uses the default RPG Trooper model. While the one seen in USA 05, uses the proper model with the chemical tanks at strapped at his back

Posted by: Yayo01 Sep 9 2009, 08:52 PM

A few more:

Minigunners is missing this module:

CODE

Behavior = SquishCollide ModuleTag_08 End

Bomb-trucks and Dragon tanks is missing this module

CODE

Minor coding errors:

- -Chinese command centers are missing the Radar Upgrade icon
- -Infantry Gen's mini-gunner and tank hunter is missing the nationalism upgrade icon
- -ranaticism upgrade icon uses the Nationalism icon image. So, if you do add the nationalism icon. It would conflict with nationalism's icon image. It's better to make a new icon for Fanaticism then add the nationalism icon.
- -Nuclear tanks icon is missing from the Nuclear Battle-master and Nuclear Overlord
- -Depleted uranium shells icon is missing from the Nuclear Battle-master and Nuclear Overlord

Booby trap upgrade icon is missing from Demo Gen Rebel.

Posted by: Beng Sep 14 2009, 11:42 AM

QUOTE (Yayo01 @ Sep 7 2009, 12:52 AM)

Bomb-trucks and Dragon tanks is missing this module:

Posted by: Yayo01 Sep 15 2009, 12:57 PM

True. But if you "script" the Dragon tank to use the Firewall attack mode, you'll need it. $\begin{tabular}{c} \begin{tabular}{c} \begin{tabular}{$



Posted by: n5p29 Oct 23 2009, 03:42 PM

Superweapon General EMP Patriot uses normal Patriot model when under construction. They should use the EMP Patriot model.

Posted by: Yayo01 Oct 26 2009, 06:23 AM

The combat bikes are coded to turn into rocket buggy hulks when they kill themselves from falling off a cliff..



They should atleast use the "toppled" state model instead of the buggy model.

Posted by: Yayo01 Oct 31 2009, 05:17 AM

Not really a bug but a discovery:

My coder friend found out that the GLAHole object is hardcoded to FactionBuilding.ini. So, if you try to move the GLAHole Object to a different ini set, the game won't load at all and worldbuilder will refuse to run.

Not sure though if his findings is correct because i still haven't tried moving the GLAHole object out of FactionBuilding.ini.

Posted by: n5p29 Nov 3 2009, 09:41 PM

QUOTE (Yayo01 @ Oct 31 2009, 04:17 AM)

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Not sure though if his findings is correct because i still haven't tried moving the GLAHole object out of FactionBuilding.ini.

Posted by: Yayo01 Nov 3 2009, 10:33 PM

Oh, thanks for clearing that up!



Now back on-topic, Not sure if this was intentional or not (pretty sure it is though):

Normal Raptor:

ClipSize = 4 ClipReloadTime = 8000

King Raptor:

CODE

DelayBetweenShots = 75;150
ClipSize = 6
ClipReloadTime = 2000

Apparently, the king raptor reloads way too fast compared to the average raptor and mig. Yeah, he's the **King** raptor but with that insane reload time and epic PDL laser: The KR is pretty much like Chuck Norris with wings...

Another one, the normal anti tank rocket weapon of the comanche have this code while the rocket pods weapon have it commented out:

CODE

WeaponSpeed = 99999

and the rocket pods weapon have this code while the normal rockets don't have this code

CODE

WeaponBonus = PLAYER_UPGRADE DAMAGE 125%

Posted by: Yayo01 Nov 16 2009, 05:08 AM

Just a minor bug:

The chinook's buildtime in ZeroHour is 30 seconds while in vGenerals it was only 10 seconds.

...There's a few more build time's in Zero Hour that doesn't match the build time's of vGenerals. Just can't remember all of it...

Posted by: Yayo01 Jan 29 2010, 06:09 PM

A bug on the avenger:

- -It has TankArmor instead of using AntiAirArmor and It uses TankDamageFX instead of the one the humvee uses.
- -The Avenger is classed as a "Tank" in the AI priority list instead of being a "Anti-air" vehicle.

Posted by: Beng Jan 30 2010, 04:18 AM

That bike becoming a rocket buggy when it dies by falling (splatted) is really funny. Also, the CINE bike also becomes a buggy when dying normally without falling off a cliff or being crushed.

About the dragon tank and commandbuttonhuntupdate - it cannot use it because it does not have any command buttons that have NEED_TARGET_ENEMY_OBJECT. You can only use CBHU with command buttons that target obejcts and not with those that target positions (like the fire wall attack button which uses NEED_TARGET_POS). You cannot script a dragon tank to hunt using fire wall attack unless you make a hidden script only button which has NEED_TARGET_ENEMY_OBJECT and not NEED_TARGET_POS, then you can add CBHU and script it to hunt using that button.

QUOTE (Yayo01 @ Nov 1 2009, 02:33 AM)

Another one, the normal anti tank rocket weapon of the comanche have this code while the rocket pods weapon have it commented out:

CODE

WeaponSpeed = 99999

and the rocket pods weapon have this code while the normal rockets don't have this code:

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WeaponBonus = PLAYER_UPGRADE DAMAGE 125%

A note on weapon speeds for MissileAl projectile weapons: The weapon speed must be at least as fast as the projectile locomotor speed, and preferably faster. The weaponspeed in weapon.ini is not used for the projectile speed if the projectile object uses MissileAl and a locomotor (it is only used for the speed of dumb projectiles) but it is still important for the damage: if the weaponspeed of a missile weapon is slower than the projectile locomotor speed, it will not damage the target - the missile will arrive at the target and die before the damage arrives there!

Still, i don't like the EA games style of using 99999 speed for missile weapons because it makes it arder for map.ini makers: If the projectile speed is more realistic, like say 300, i can use a map.ini to change the missile object into a dumb projectile that moves at that speed.

As for the WeaponBonus = PLAYER_UPGRADE DAMAGE 125% this needs the projectile object (in Generals it was the unit object) to have a WeaponBonusUpgrade module. For the comanche rockets i suggest you add this and make it trigered by the laser guided missiles upgrade or the AP rockets upgrade (for GLA players that capture an airfield and build comanches).

CODE

Behavior = WeaponBonusUpgrade ModuleTag_WpnBon
TriggeredBy = Upgrade_AmericaLaserMissiles Upgrade_GLAAPRockets; this is an OR
End

Posted by: n5p29 Jan 31 2010, 02:45 PM

about the weapon bonuses, I think it's just lazy EA coders that not remove those lines from the weapon.ini as there are some weapons that modified from another weapon. e.g. comanche rockets, patriot missiles, and stinger sites are originated from rocket buggy weapon. that's why they use same projectile model (UVRockBug_M.W3D) instead the right projectile models.

anyway, I found that Gattling Tank didn't have VoiceAttackAir in the AUDIO PARAMETER section. this can produce these results:

- 1. they use the VoiceAttack for all attacking voice, OR
- 2. they remain silent when attacking air

I think this can confuse the modders.

Posted by: Yayo01 Feb 1 2010, 10:26 PM

QUOTE (Beng @ Jan 30 2010, 04:18 AM)

That bike becoming a rocket buggy when it dies by falling (splatted) is really funny. Also, the CINE bike also becomes a buggy when dying normally without falling off a cliff or being crushed.

Haha yeah. When i first saw it, i was like WTFH?! xD! Also, what's the bug with the "CINE" version?

QUOTE (Beng @ Jan 30 2010, 04:18 AM)

About the dragon tank and commandbuttonhuntupdate - it cannot use it because it does not have any command buttons that have NEED_TARGET_ENEMY_OBJECT. You can only use CBHU with command buttons that target obejcts and not with those that target positions (like the fire wall attack button which uses NEED_TARGET_POS). You cannot script a dragon tank to hunt using fire wall attack unless you make a hidden script only button which has NEED_TARGET_ENEMY_OBJECT and not NEED_TARGET_POS, then you can add CBHU and script it to hunt using that button.

Thanks for clearing that up. So that means, i can now remove the CBHU module out of my dragon tanks?

QUOTE (Beng @ Jan 30 2010, 04:18 AM)

A note on weapon speeds for MissileAl projectile weapons: The weapon speed must be at least as fast as the projectile locomotor speed, and preferably faster. The weaponspeed in weapon.ini is not used for the projectile speed if the projectile object uses MissileAl and a locomotor (it is only used for the speed of dumb projectiles) but it is still important for the damage: if the weaponspeed of a missile weapon is slower than the projectile locomotor speed, it will not damage the target - the missile will arrive at the target and die before the damage arrives there!

I've tested it. I gave the patriot weapon speed of 1 to make the locomotor handle the damage speed instead of the actual weapon. The result was the damage syncs properly with the locomotor speed without any issues. So, I guess the weapon speed defined in missile weapons are practically useless you use the "UseWeaponSpeed" parameter of the MissileAlUpdate.

QUOTE (Beng @ Jan 30 2010, 04:18 AM)

As for the WeaponBonus = PLAYER_UPGRADE DAMAGE 125% this needs the projectile object (in Generals it was the unit object) to have a WeaponBonusUpgrade module. For the comanche rockets i suggest you add this and make it trigered by the laser guided missiles upgrade or the AP rockets upgrade (for GLA players that capture an airfield and build comanches).

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2. they remain silent when attacking air

I think this can confuse the modders

CODE

Weapon

Posted by: Yayo01 Feb 9 2010, 12:11 AM

Here's a bug: EA mistyped the Laser Guided Missiles upgrade to Laser Missiles. The upgrade button say "Laser Missiles" even though the raptor say "Laser GUIDED missiles are installed" after researching it.

Posted by: Beng Feb 14 2010, 09:11 PM

In mouse.ini change this:

MouseCursor OutRange

Image = SCCOutrange ;was SCCAttack

Texture = SCCOutrange ;was SCCAttack

Fnd

To enable the SCCOutrange cursor when the target is out of range, very useful for deploy/undeploy units like nuke cannons, so you can not attack something until it moves into range.

Posted by: Yayo01 Feb 14 2010, 11:33 PM

I'm sure i posted it but i'm just going to repost it 🤤



Some troopcrawlers are missing this codes from the StealthDetectorUpdate:

CODE

= IRFX

Posted by: Beng Feb 27 2010, 04:56 AM

Troop crawlers have no experience value so whatever kills them does not gain rank.

Avengers can gain experience but cannot kill anything that gives experience except aircraft (solution: add experience value to projectiles so it gains experience when killing missiles)

Dummy weapons actually cause damage, although it is very small, so an empty troop crawler or battlebus can damage things. Better to change the dummy weapons to cause status damage, and use some harmless status.

Posted by: Yayo01 Feb 28 2010, 08:20 AM

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Dummy weapons actually cause damage, although it is very small, so an empty troop crawler or battlebus can damage things. Better to change the dummy weapons to cause status damage, and use some harmless status.

Avengers, if my memory serves me right, quickly gains experience by running over infantries also if the PDL don't kill them first 🥃 . Pretty much like the ECM tank where it can quickly rank up just by squishing soldiers. Microwave tanks on the other hand rarely squish soldiers due to the infantries way before it can even squish it.

Posted by: n5p29 Mar 3 2010, 09:07 PM

QUOTE (Yayo01 @ Feb 28 2010, 07:20 AM)

I think the reason Troopcrawler's don't give out any rank points is because, once the passengers die and it gets empty, the TC just becomes a useless cannon fodder 'till you refill it with soldiers again, That to me screams an easy unit "ranking" exploit. So to balance it out, EA purposely made it not give any rank points.



isn't it still can detects stealth? 🤤 maybe it's a good idea to make troc

QUOTE

Avengers, if my memory serves me right, quickly gains experience by running over infantries also if the PDL don't kill them first 🍔 . Pretty much like the ECM tank where it can quickly rank up just by squishing soldiers. Microwave tanks on the other hand rarely squish soldiers due to the "heat" emitter it has. It fries infantries way before it can even squish it.

Posted by: Beng Mar 3 2010, 10:11 PM

QUOTE (n5p29 @ Mar 1 2010, 01:07 AM)

and, what status weapon that are harmless? any suggestion what should we do? or just leave the status type empty/undefined in the weapons?

Posted by: Yayo01 Mar 3 2010, 11:03 PM

Here are the full list of status types to choose from:

CODE

STATUS RIDER7

UNDERGOING_REPAIR REASSIGN_PARKING TAKING DAMAGE

Posted by: Yayo01 May 2 2010, 07:52 PM

In MiscAudio.ini, The StealthDiscoveredSound and StealthNeutralizedSound parameter have missing sound effects; Same with CrateHeal and CrateShroud parameter.

Posted by: n5p29 May 4 2010, 11:35 AM

QUOTE (Yayo01 @ May 2 2010, 06:52 PM)

In MiscAudio.ini, The StealthDiscoveredSound and StealthNeutralizedSound parameter have missing sound effects; Same with CrateHeal and CrateShroud parameter.

Posted by: Yayo01 May 13 2010, 11:21 PM

CrateHeal is tied with the HealCrateCollide module and CrateShroud is tied with ShroudCrateCollide module (U)

Posted by: n5p29 May 27 2010, 01:07 PM

all GLA Stinger Sites can force-attack themselves! you can fix this by putting a dummy weapon to their WeaponSet.

Posted by: Beng May 27 2010, 06:35 PM

QUOTE (n5p29 @ May 24 2010, 05:07 PM)

all GLA Stinger Sites can force-attack themselves!

you can fix this by putting a dummy weapon to their WeaponSet.

Posted by: Beng Jun 5 2010, 01:34 AM

Stealth and Chem generals' technicals have the wrong build variations. They build standard GLA technicals instead of the ones for their factions.

Posted by: n5p29 Jul 27 2010, 09:42 PM

necro thread

Ambulance have ExperienceScalarUpgrade module. strangely enough, it doesn't trainable at all, and don't have Advanced Training in its cameo list. remove this part from ALL Ambulances:

CODE

Behavior = ExperienceScalarUpgrade ModuleTag_17
TriggeredBy = Upgrade_AmericaAdvancedTraining
AddXPScalar = 1.0;Increases experience gained by an additional 100%

Posted by: Beng Jul 30 2010, 01:02 AM

Or make all ambulances able to be trained, and add experience points to all toxin and radiation fields so they can get promoted by cleaning hazard fields.

Similarly, all projectiles should have experience points added so that avengers can get promoted by shooting them down.

Posted by: Yayo01 Jul 31 2010, 11:17 AM

That would be odd...Also, doesn't the PDL uses a seperate module? Is that module even possible to pass XP amount to the master?

By the way, all ground units (except infantries) lacks a "VoiceGarrison" sound entry. So when you order units to enter a GLA tunnel, they wont say anything.

Posted by: Beng Aug 1 2010, 01:34 PM

QUOTE (Yayo01 @ Jul 28 2010, 03:17 PM)

That would be odd...Also, doesn't the PDL uses a seperate module? Is that module even possible to pass XP amount to the master?

Yes it does pass experience to the object, that is the way it works in my laser demo nuke mod - the avengers get promoted if you park them near a stinger site or something so they can shoot down a lot of missiles. Of course scud storm missiles, anthrax bombs, and other big missiles gain them more XP, but also tank shells, tunnel defender rockets, etc. And when they gain in veterancy the PDL weapons gain the veterancy weapon bonuses of faster rate of fire and more damage.

BTW the PDL in the avenger should have primary target type PROJECTILE so that it targets all projectiles (this will include small missiles and ballistic missiles since those are all also kindof projectile), since the weapon.ini code for it's PDLs allows targeting projectile.

Posted by: n5p29 Aug 8 2010, 12:23 AM

all Pathfinder have two VoiceFear entry in their Audio Parameters. remove the last one.

Posted by: Beng Aug 12 2010, 07:05 PM

Slth_GLAInfantryRebelCommandSet does not have the Command_GLAInfantryRebelBoobyTrapAttack although the Slth rebel does have the special ability modules for that attack. Also the Slth barracks does not have the button to buy the booby trap upgrade.

 ${\tt GC_Slth_GLAInfantryRebel\ has\ two\ StealthUpdate\ modules,\ delete\ the\ first\ one.}$

Posted by: n5p29 Aug 14 2010, 11:54 PM

many structure armors got two SURRENDER damage entries, one typed "Surrender" and the other is all-caps. remove the first one.

Posted by: n5p29 Aug 23 2010, 09:29 PM

USA Command Centers have TWO modules that handle the door model, with SAME model defined. there are in ModuleTag_02 and ModuleTag_04. remove the frist one, as the ModuleTag_04 is more detailed.

USA and China Command Centers have the PlacementViewAngle defined twice. remove the first one.

Posted by: Yayo01 Sep 6 2010, 06:32 AM

US Airfield, Chinese Airfield, Command Centers (all) Hangar Doors have SNOW and NIGHT states defined as Aliases. I suggest removing those Alias states since they work without it anyway.

Chinese Airfield Hangar doors have REALLYDAMAGED state defined even though it uses the normal undamaged models.

Here's a more efficient Door codes for the Chinese airfield:

```
= W3DModelDraw ModuleTag_03
   Model = NBAirfield_A9
Animation = NBAirfield_A9.NBAirfield_A9
AliasConditionState = DOOR_1_OPENING REALLYDAMAGED
AliasConditionState = DOOR_1_CLOSING DAMAGED
:for this draw module
   Model
   Model = NBAirfield_A10
Animation = NBAirfield_A10.NBAirfield_A10
   Model = NBAirfield_A10
Animation = NBAirfield_A10.NBAirfield_A10
   Model = NBAirfield_A10
Animation = NBAirfield_A10.NBAirfield_A10
                      = NBAirfield_A10
= NBAirfield_A10.NBAirfield_A10
   Animation Mode = MANUAL
```

```
AliasConditionState = DOOR_3_OPENING DAMAGED
AliasConditionState = DOOR_3_OPENING REALLYDAMAGED
AliasConditionState = DOOR_3_CLOSING DAMAGED
AliasConditionState = DOOR_3_CLOSING REALLYDAMAGED
AliasConditionState = DOOR_3_WAITING_OPEN DAMAGED
 Alias Condition State = AWAITING_CONSTRUCTION PARTIALLY_CONSTRUCTED ACTIVELY_BEING_CONSTRUCTED
   Model
AliasConditionState = AWAITING_CONSTRUCTION DAMAGED
AliasConditionState = AWAITING_CONSTRUCTION REALLYDAMAGED
                   = NBAirfield_A8
= NBAirfield_A8.NBAirfield_A8
   Model = NBAirfield_A8
Animation = NBAirfield_A8.NBAirfield_A8
   Model = NBAirfield_A8
Animation = NBAirfield_A8.NBAirfield_A8
AliasConditionState = DOOR_4_CLOSING DAMAGED
AliasConditionState = DOOR_4_CLOSING REALLYDAMAGED
AliasConditionState = DOOR_4_WAITING_OPEN DAMAGED
AliasConditionState = DOOR_4_WAITING_OPEN REALLYDAMAGED
   Model
                                = ADJUST HEIGHT BY CONSTRUCTION PERCENT
 AliasConditionState = AWAITING_CONSTRUCTION PARTIALLY_CONSTRUCTED ACTIVELY_BEING_CONSTRUCTED
AliasConditionState = AWAITING_CONSTRUCTION PARTIALLY_CONSTRUCTED ACTIVELY_BEING_CONSTRUCTED
    Model
AliasConditionState = AWAITING_CONSTRUCTION DAMAGED
AliasConditionState = AWAITING_CONSTRUCTION REALLYDAMAGED
```

Posted by: n5p29 Sep 27 2010, 08:36 PM

all China Bunkers don't have RadarPriority so they did not appearing in the radar.

CODE

RadarPriority = STRUCTURE

put that line right below the *** ENGINEERING Parameters *** line

Posted by: Blue_Fox Oct 8 2010, 05:21 PM

Cashbounty!

The Technicals not give you that cashbounty bonus, when take that promotion.

Posted by: n5p29 Oct 19 2010, 08:38 PM

QUOTE (Blue_Fox @ Oct 8 2010, 04:21 PM)

Cashbounty!

The Technicals not give you that cashbounty bonus, when take that promotion.

what did you mean? after the Cash Bounty unlocked, Technicals gives you money when kill the enemy (unless you don't have your command center at the moment).

Posted by: Blue_Fox Oct 21 2010, 03:26 PM

QUOTE (n5p29 @ Oct 19 2010, 06:38 AM)

what did you mean? after the Cash Bounty unlocked, Technicals gives you money when kill the enemy (unless you don't have your command center at the moment).

When you are gla and picked cashbounty promo & have CC, the technicals you kill will not give money It has something to do with the Buildvariatons and ObjectReskin.

Dont know how it is in ZH, im talking about CCG

Posted by: Beng Oct 25 2010, 10:31 AM

Tank hulks have the tread textures animating even though the hulk is not moving.

I do not know how to fix this other than re-editing the w3d models to make the texture static rather than scrolling.

Posted by: Yayo01 Dec 15 2010, 10:59 PM

I fixed it. Just add the tread animation code settings used on tanks and it will stop moving.

Bug: Demolition General's command center have codes for activating GPS scrambler special power even though they're not used.

Posted by: n5p29 Jan 8 2011, 11:05 PM

Bomb Truck have coding mistake in defining the model wheels. apparently it defines <u>four front wheels</u> instead of two, making the wheel animation look weird when turning left/right.

CODE

LeftFrontTireBone = Tire01
RightFrontTireBone = Tire02
MidLeftFrontTireBone = Tire03
MidRightFrontTireBone = Tire04
LeftRearTireBone = Tire05
RightRearTireBone = Tire06

it should be

CODE

LeftFrontTireBone = Tire01
RightFrontTireBone = Tire02
MidLeftRearTireBone = Tire03
MidRightRearTireBone = Tire04
LeftRearTireBone = Tire05
RightRearTireBone = Tire06

Posted by: Crystal-Nova Apr 27 2011, 09:09 PM

Oh man, I read the entire thread about the mistakes. So, i want to release a mod that is nearly perfect.

I like the Boss Generals Mod and some from n5p29's Mod and the graphic engine from the Enhanced Mod, but I would to simplify the things of Generals/Zero Hour.

I would add my edited maps to the game and take out the missions and the rest of the maps because there are to many stuff to edit it. My focus is the multiplayer part and not the campaign nor the singleplayer modus. Another thing is, I refuse unrealistic stuff and overpowered things like the shockwave mod. If anyone are interested, send me a message because a mod is to much for one.

Posted by: n5p29 May 1 2011, 12:19 AM

well, you should know that NProject Mod is built based on these fixes. the current release already have these changes applied. 🤤 but now NPM is more than an unofficial patch mod. it's also enabled various things that EA left and reimplement them.



Posted by: GDIZOCOM May 9 2011, 06:48 PM

QUOTE (Yayo01 @ Dec 15 2010, 06:59 AM)

I fixed it. Just add the tread animation code settings used on tanks and it will stop moving.

Bug: Demolition General's command center have codes for activating GPS scrambler special power even though they're not used.

Posted by: Yayo01 Aug 9 2011, 09:35 PM

Not sure if this is more of a coding bug or whatever. or if this is even posted before..

Anyway, China bunkers (especially inf gen) has less fireport bone models than its carrying capacity. So when it exceeds the capacity, the spot where the loaded guys fires goes haywire. Look especially at Infantry Gen, some tank hunter's rocket appear underground!

I'll post a fix if anyone's interested.

Posted by: Yayo01 Aug 15 2011, 06:27 AM

Minor price bug: Dr.thrax's radar van and Quad cannon price is at \$750 compared to other GLA gens who only has it at \$700.

Posted by: n5p29 Aug 16 2011, 11:05 PM

QUOTE (Yayo01 @ Aug 15 2011, 05:27 AM)

Minor price bug: Dr.thrax's radar van and Quad cannon price is at \$750 compared to other GLA gens who only has it at \$700.

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