Subject: Map crashes before loading on Renegade? Greg? Limitations of
Posted by Anonymous on Tue, 08 Oct 2002 10:55:00 GMT
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Ok heres the problem detailed: I made a map using Heightfield normally. The terrain name is "Heightfield 1" and there are 5 textures currently being used (Materials).I've managed to add some TEMP .w3d files to the map such as reflective water and some other stuff that was made in RenX. I added them as TEMP in Tiles section.Used some presets that were already in library such as the fire log.Tries:Exported normally as MIX and in PKG for testing: Both crashed.Removed all presets (TEMP ones): Crashed.Removed customized weapon spawners (TEMP and customized ones): Crashed.That just lead me to believe is something wrong with the terrain.