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Subject: Re: Sciencepark 3

Posted by [RedOne](#) on Thu, 11 Dec 2008 20:48:26 GMT

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Reaver11 wrote on Wed, 10 December 2008 17:51 Can you try exporting it to a pkg and put it into your renegade data folder and play it as a one person langame?

If that doesnt work can I have a look at your door? (in gmax)

If a start an lan game then renegade crashes Where can I send the door??

Thx in advance

GRTz Rene

Update: With my map I want the doors to use when I start a langame my renegade crashes when hes is loading. To be sure, I made a testmap. with the standard objects.ddb. Without the door its no problem. With the door it also crashes on loading langame. Crash whebn loading is about 50%

No i am going to delete de door in the map. But dont delete in presets. Is it that when he runs now without problems that the prblem is not in de presets??

The map I want to use the door: I did replace the object.ddb with the objects.aow from ssaow1.5.1. Offcourse I renamed it first to .ddb . On the testamp lused the standard ddb file.

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