Subject: Re: Issue reloading same level after winning level...
Posted by Gen_Blacky on Sun, 09 Jan 2011 07:25:30 GMT

I think it was a mix of m00/JFW scripts and send custom parameter scripts. I had a send custom scripts that would destroy a building controllers/objects once a objective was completed and somehow that that caused this same problem you are talking about. Not exactly sure if it was the script or a object but somehow I magically fixed it . I limited it down to when the send custom script was sent and recreated the object and reattached the script with a different message number and many other things suddenly it was fixed. Care to send the lvl file or .mix file so I can see.

Temporary objects might cause this somehow.

Edit:

This same problem happened to me a long time ago. I don't really remember what I did so don't waste hours looking for a script I am going by memory. I also don't have renegade installed on this computer and wont be home for a week or so.