Subject: Important notice for all renegade mapmakers
Posted by jonwil on Sun, 09 Feb 2014 22:04:47 GMT

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It is VERY important that you run "object - check IDs" in leveledit and if any ID collisions are found, run "object - fix ID collisions" or otherwise renumber objects until there are no collisions left.

If your map runs fine in 1-player LAN but crashes the client when you load it on a server, this could well be the cause.