
Subject: BasinTS, people can't see the ramp out of the conyard??

Posted by [Aircraftkiller](#) on Mon, 08 Mar 2004 03:04:35 GMT

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Well, if you'd stop putting my work into "map packs" you wouldn't have this problem.

The issue lies in C&C_Basin.mix because of an older version of the Construction Yard being used. It overrides the version present in C&C_BasinTS.mix up to the final version in C&C_Country_Meadow.mix because they all share the same W3D filename. Meadow uses a different W3D filename to circumvent this problem so it doesn't happen with that.

What you need to do is this:

Stop putting my work into "map packs." This is one large reason why I don't like my work being ripped apart and stuffed into something. Shit happens due to it.

Tell everyone to remove C&C_Basin.mix from their Renegade\data directory.
