Subject: Renegade crash
Posted by Tidu on Wed, 16 Jun 2004 15:55:00 GMT
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I have my map made, I did all the steps (except dynamic culling system) and I start it up in Renegade. Once the map is done loading, renegade closes. I know its not because of the naming, or the dynamic culling, because i've gotten other maps to play w/o dynamic culling. I have 2 custom vehicles in my map, a gunboat & hovercraft, but i don't think that would be it. and i didn't do compute vertex solve because it would make everything dark (i tried and didn't like it so i restarted without saving). would that be the problem?

Subject: Re: Renegade crash
Posted by Kamuix on Tue, 18 Apr 2006 20:58:15 GMT
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Yes. Restarting without saving and result in many problems! Including a game crash when loading a map which has not been saved(All the way).

Subject: Re: Renegade crash
Posted by Titan1x77 on Wed, 19 Apr 2006 04:09:08 GMT
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make sure all w3ds and textures for the 2 new vehicles are in the .mix...along with any other .w3ds you need for your map.

also delete the objects.ddb incade you modified anything and re-load the level(it will make a new .ddb file)...then save and export.

backup the .ddb incase you need it to open ur level...if thats the case youll have to find what you modified and revert it back to default parameters.