
Subject: My .pkg Messing Up.
Posted by [Ryu](#) on Mon, 28 May 2007 04:34:45 GMT
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Alright, So I made a pretty simple Terrain, Not the best of things but it was a start.

I finished making the ditch, Adding "Water", A bridge (Using Large Blockers.) and textured the grass with a custom Texture, In Level Edit I went to File > Export Mod Package > Saved it as "Ma Mod.pkg" with the .lsd inside it.

I then open up Renegade and host a LAN game, And try to host my map, I kept falling through the Terrain, And it wasn't loading right Terrain.

I figured out that problem, then Went back into Level Edit, Made a new .pkg with the right .lsd inside it, Reloaded Renegade and hosted a LAN game, I loaded the right mod package, And about 75% in loading the .pkg Renegade just closes to the desktop with no error message.

Does anyone know what I'm doing wrong?

Do I need to add any scripts.dll into the mod package?

Or could this Custom Texture be causing it to crash?

The custom textures Resolution is at 32 Bits/Pixels with NO Compress (RLE). (These are the options I used, For the .TGA)

Anyway.. If anyone can help I'd appreciate it.

Subject: Re: My .pkg Messing Up.
Posted by [Gen_Blacky](#) on Mon, 28 May 2007 04:42:00 GMT
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try reloading the package

did u make the map in level edit or gmax/3ds max

try re saving the map

um idk what else to ask unless knowing whats in it

.pkg is the most stable thing in renegade

Subject: Re: My .pkg Messing Up.
Posted by [Ryu](#) on Mon, 28 May 2007 04:50:46 GMT
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I used RenX to make the map, I exported the terrain with Renegade Settings and added the collision blockers.

I also used Level Edit.

I'll give it one more shot, I'll edit with my results.

EDIT: Still bloody crashing. D:

Subject: Re: My .pkg Messing Up.
Posted by [Gen_Blacky](#) on Mon, 28 May 2007 05:27:52 GMT
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is it not loading or is it just crashing

Subject: Re: My .pkg Messing Up.
Posted by [Ryu](#) on Mon, 28 May 2007 05:41:26 GMT
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It gets to about 65% loading, And then closes to my desktop, I can record a video...

Subject: Re: My .pkg Messing Up.
Posted by [Sn1per74*](#) on Mon, 28 May 2007 14:19:50 GMT
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Sometimes items in level edit crash the game, maybe you added one of these objects

Subject: Re: My .pkg Messing Up.
Posted by [Gen_Blacky](#) on Mon, 28 May 2007 21:07:08 GMT
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try just importing the map and then adding a spawner and see if it works

Subject: Re: My .pkg Messing Up.
Posted by [Ryu](#) on Mon, 28 May 2007 22:23:32 GMT
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Sn1per74(2) wrote on Mon, 28 May 2007 09:19 Sometimes items in level edit crash the game, maybe you added one of these objects

What? 2 spawns, A few Large blockers and a Hum-Vee?

Subject: Re: My .pkg Messing Up.
Posted by [Gen_Blacky](#) on Mon, 28 May 2007 23:04:54 GMT
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Humvees can be evil

Subject: Re: My .pkg Messing Up.
Posted by [Ryu](#) on Tue, 29 May 2007 01:51:34 GMT
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Gen_Blacky wrote on Mon, 28 May 2007 18:04 Humvees can be evil

I doubt that.

Subject: Re: My .pkg Messing Up.
Posted by [Gen_Blacky](#) on Tue, 29 May 2007 01:56:17 GMT
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its true and post some ss of your map or somthing

Subject: Re: My .pkg Messing Up.
Posted by [Canadacd](#) on Tue, 29 May 2007 02:09:19 GMT
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You need to go to the terrain's W3D settings and make sure you have physical, projectile and camera collision enabled on it.

Subject: Re: My .pkg Messing Up.
Posted by [Oblivion165](#) on Tue, 29 May 2007 02:15:22 GMT
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Send to me, I cant tell you exactly what it is.

Email/yahoo/msn/aim im logging into all

Subject: Re: My .pkg Messing Up.
Posted by [Ryu](#) on Tue, 29 May 2007 04:11:39 GMT
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Canadacdhn wrote on Mon, 28 May 2007 21:09 You need to go to the terrain's W3D settings and make sure you have physical, projectile and camera collision enabled on it.

I have.

@Oblivion: I'll add you on msn, Here I come!

Subject: Re: My .pkg Messing Up.
Posted by [Ryu](#) on Tue, 29 May 2007 04:49:04 GMT
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double poster alert, KILL!

Yay! it was a temps.ddb problem, Oblivion is the man for finding out that problem.

/me hands Oblivion a cookie.

Might aswell lock this topic.

Subject: Re: My .pkg Messing Up.
Posted by [Gen_Blacky](#) on Wed, 30 May 2007 01:53:11 GMT
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Imao well that was hard to fix
