
Subject: Sciencepark 3

Posted by [RedOne](#) on Mon, 08 Dec 2008 23:12:55 GMT

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Hi Before I tell what my problem is I tel you what I did.

1. Renx: Made My doors. Did it like I read in the door tut on renhelp.
2. Because it has to be a glass door I made it like glass (From the faq ren help.net)
3. LE : Also from the tut-doors in tile I made the door. Give the zones etc etc
4. I placed the door where I want it to be used.
5. Export mix in Le. Copied the map to my FDS. Copied objects.ddb to data folder server. Renamed to objects.aow.

Q1: When i want to load the map by LAN (1 player etc etc) it crashes on loading. Waht is wrong

Q2: When I Play on FDS it works til I come in the triggerzone. Then the game crashes clientside. What is wrong.?

I also did put an readymade door (qht_door) in the map and this works perfect.

I retried it on several ways but I cant find where I did go wrong

Please help. I want to finish the map in a few weeks.

Working animated door in Renx

Exportfilename

Exportsettings

LE Settings

The glass door

The glass wall where the door had to fit in. (dont mention the with messes. I am not ready whit texturing) Had some problems with boolean. Without textures it works better then with.

The sub I made. I also tried without subs or in the root of tilesub.

I hope somebody can tell me where I did go wrong.

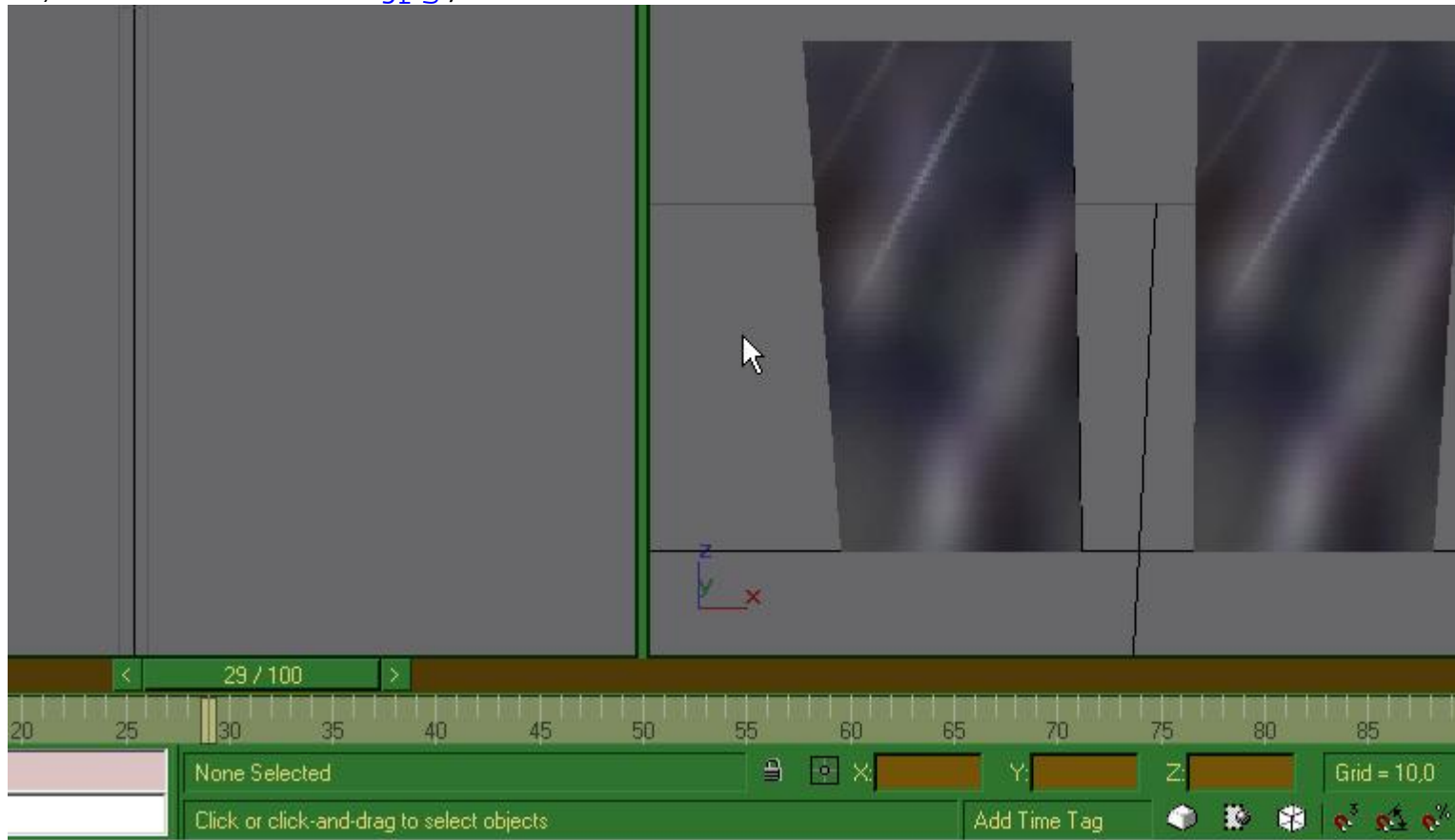
Thanx

GrTz Red

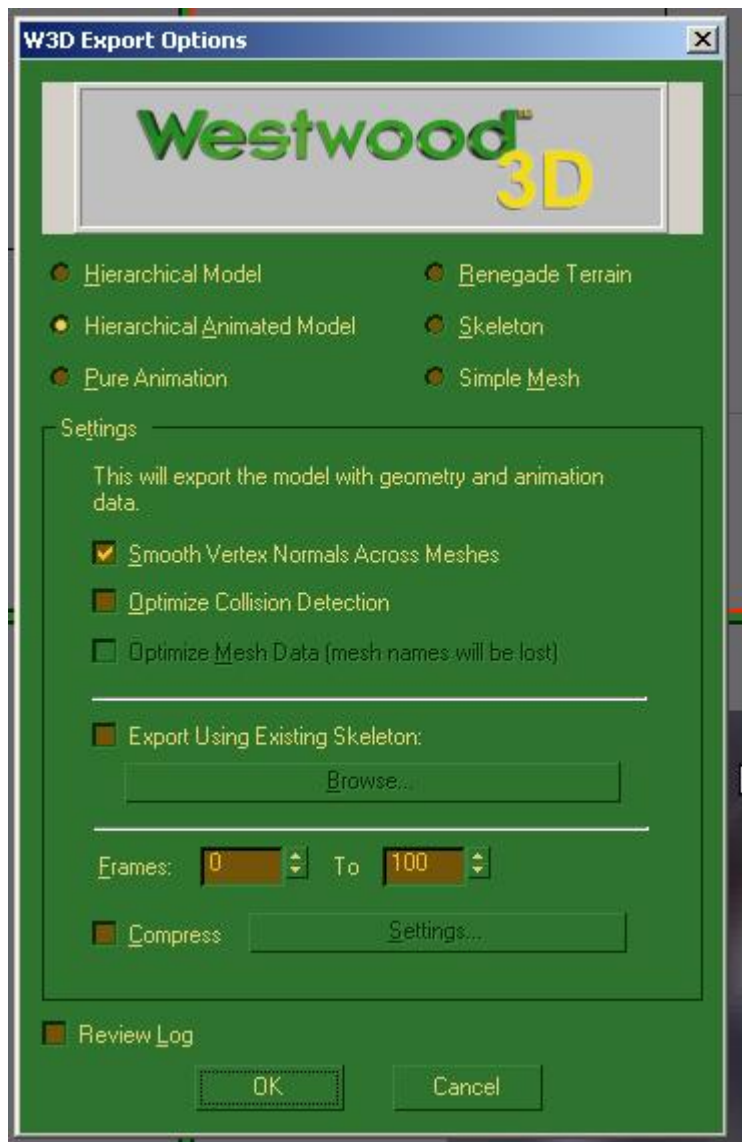
PS I will make another topic with more prtscns for those who want to see

File Attachments

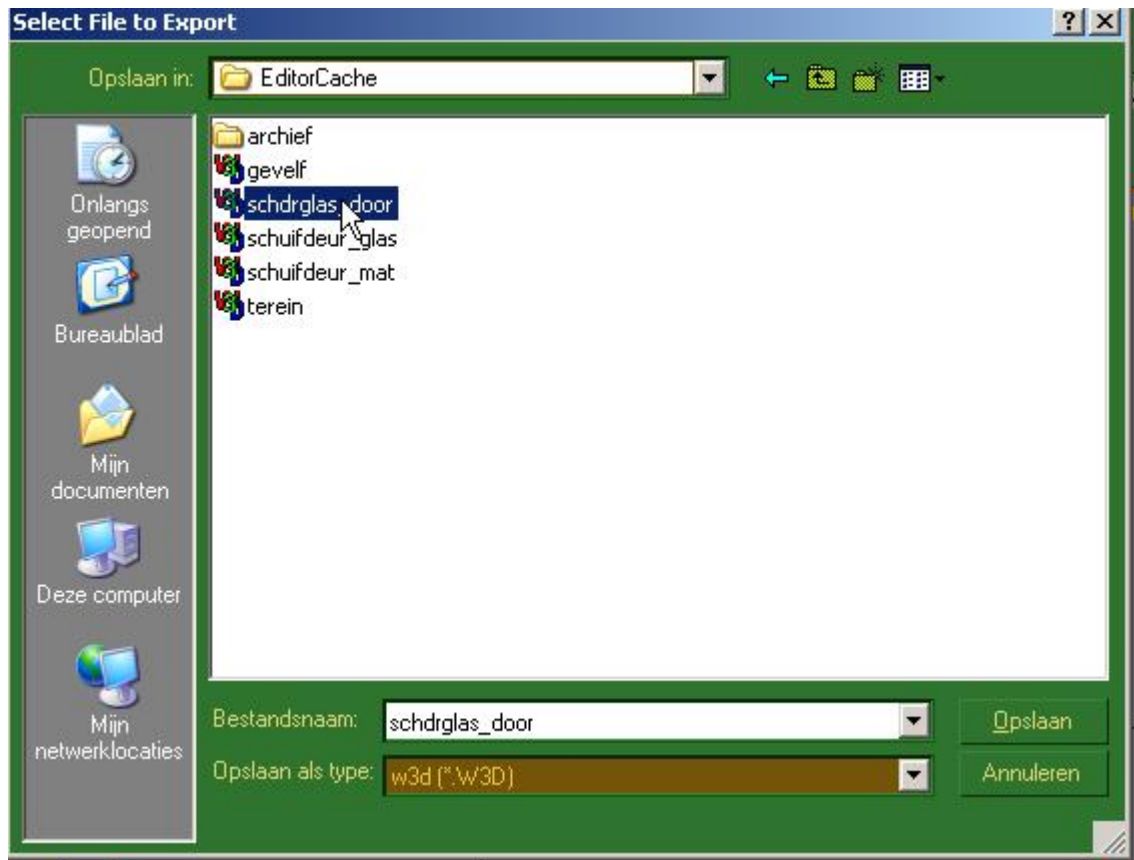
1) [ScreenShot008.jpg](#), downloaded 573 times



2) [ScreenShot007.jpg](#), downloaded 573 times



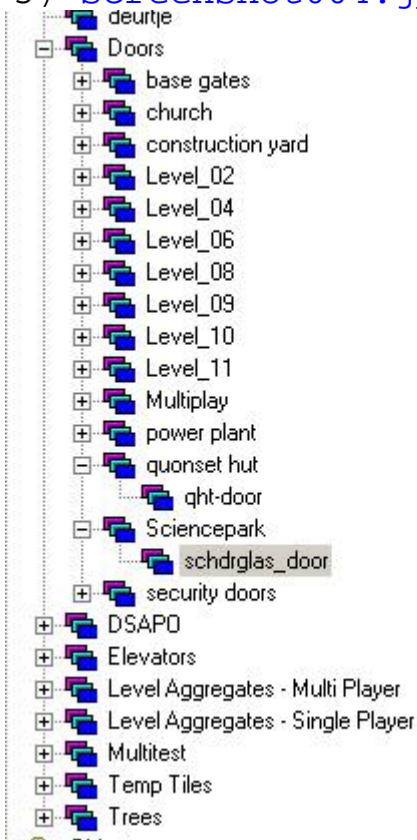
3) [ScreenShot006.jpg](#), downloaded 571 times



4) [ScreenShot005.jpg](#), downloaded 561 times



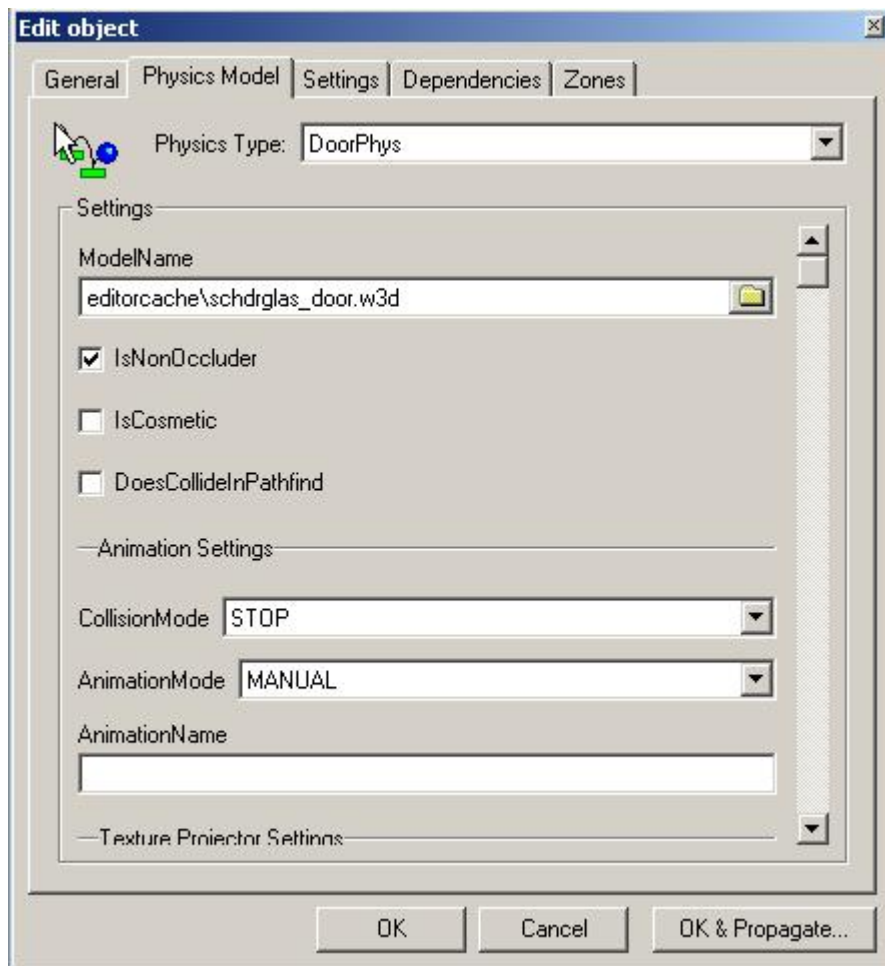
5) [ScreenShot004.jpg](#), downloaded 577 times



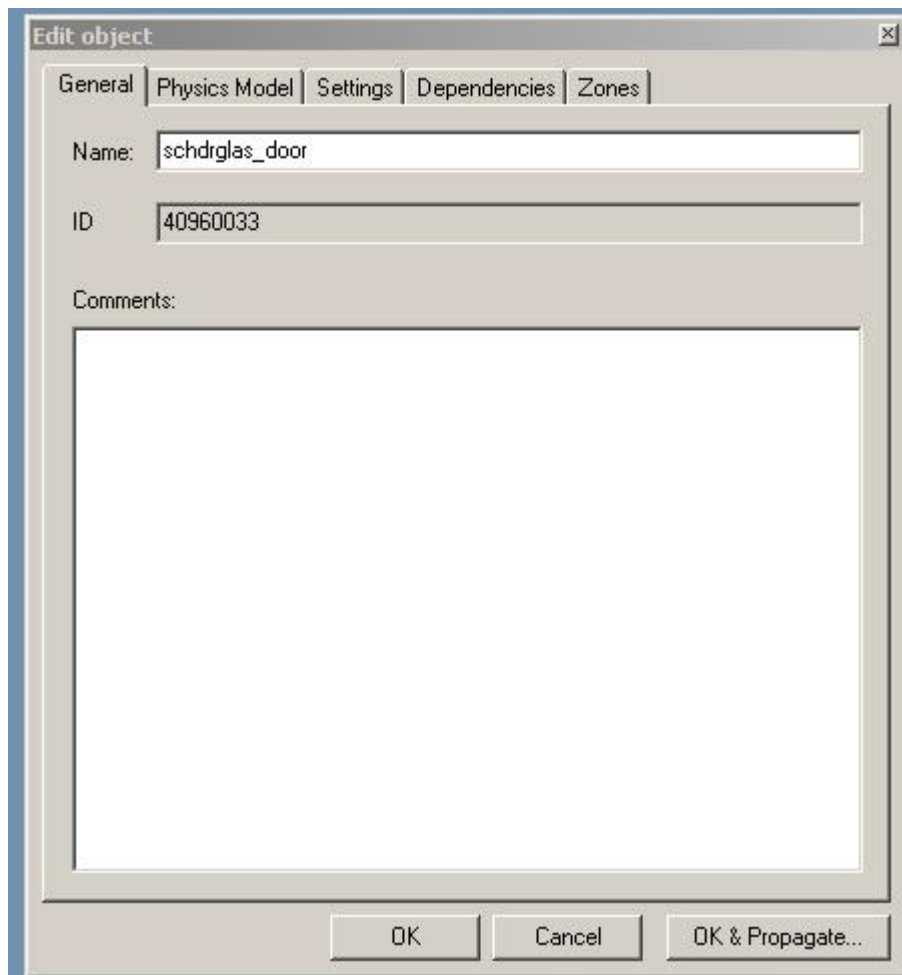
6) [ScreenShot003.jpg](#), downloaded 563 times



7) [ScreenShot002.jpg](#), downloaded 562 times



8) [ScreenShot001.jpg](#), downloaded 571 times



Subject: Re: Sciencepark 3
Posted by [RedOne](#) on Wed, 10 Dec 2008 15:32:28 GMT
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Nobody ?????
GrTz Rene

Subject: Re: Sciencepark 3
Posted by [Reaver11](#) on Wed, 10 Dec 2008 16:32:04 GMT
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So you are trying to add a new level tile and use it server-side?
I dont think your objects are allowing the usage of a new level. You can not use this door server-side the way you are doing it.
And seeing what you are doing you arent going the server-side road. So just make it into a mix or pkg.

What you have to do is this.

1. Make the door
2. Add the door
3. Export your map as a .pkg or mix (I would use a mix for the end product just use a pkg for testing purposes)

Export your pkg or mix to your data folder. You can play them as 1 player langame. (For pkg select modpackage it is above the mapcycle list)

Subject: Re: Sciencepark 3

Posted by [RedOne](#) on Wed, 10 Dec 2008 17:08:38 GMT

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Reaver11 wrote on Wed, 10 December 2008 17:32So you are trying to add a new level tile and use it server-side?

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In point 5 you can see that I did exported the map to a mix.

Quote:5. Export mix in Le. Copied the map to my FDS. Copied objects.ddb to data folder server. Renamed to objects.aow.

GrTz Rene

Subject: Re: Sciencepark 3

Posted by [Reaver11](#) on Wed, 10 Dec 2008 23:51:05 GMT

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Can you try exporting it to a pkg and put it into your renegade data folder and play it as a one person langame?

If that doesnt work can I have a look at your door? (in gmax)

Subject: Re: Sciencepark 3

Posted by [RedOne](#) on Thu, 11 Dec 2008 20:48:26 GMT

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Reaver11 wrote on Wed, 10 December 2008 17:51 Can you try exporting it to a pkg and put it into your renegade data folder and play it as a one person langame?

If that doesnt work can I have a look at your door? (in gmax)

If a start an lan game then renegade crashes Where can I send the door??

Thx in advance

GRTz Rene

Update: With my map I want the doors to use when I start a langame my renegade crashes when hes is loading. To be sure, I made a testmap. with the standard objects.ddb. Without the door its no problem. With the door it also crashes on loading langame. Crash whebn loading is about 50%

No i am going to delete de door in the map. But dont delete in presets. Is it that when he runs now without problems that the prblem is not in de presets??

The map I want to use the door: I did replace the object.ddb with the objects.aow from ssaow1.5.1. Offcourse I renamed it first to .ddb . On the testamp lused the standard ddb file.

Subject: Re: Sciencepark 3

Posted by [Reaver11](#) on Fri, 12 Dec 2008 01:42:51 GMT

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Could you send me the door in a pm as attachement. (the gmax file)

Then I could add it and check what is wrong and send you a fixed version.

Subject: Re: Sciencepark 3

Posted by [RedOne](#) on Fri, 12 Dec 2008 23:24:37 GMT

Reaver11 wrote on Thu, 11 December 2008 19:42 Could you send me the door in a pm as attachement. (the gmax file)

Then I could add it and check what is wrong and send you a fixed version.

I will I hope you find it.

Thx

GrTz Rene

Update:

What i did today. I replaced a excistingdoor in LE with my door and that does the job. I am now busy on to import de w3d file of the excisisting door to see what i had different.