
Subject: Gameplay is Pending and no floor

Posted by [sauron--the--king](#) on Fri, 06 Feb 2009 10:51:14 GMT

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Hello,

I was editing the level M08. At the start I wanted to test it right away. The map is called C&C_Prison_Break, so I saved it in LE and exported it as "C&C_Prison_Break.mix". When I started Renegade, I went to Lan and adjusted the settings. I made some screenshots of this. Then I selected the map and started it. There was no floor and "Gameplay is Pending". You just fall in to the nothingness. So can anyone help me with getting these 2 things right?

Kind Regards,

Brian

File Attachments

1) [Prison Break.JPG](#), downloaded 1277 times

Host Options

Command & Conquer

Basic

Gameplay

Advanced

Victory Conditions

Map Cycle

Back

Dedicated Server

Server Auto Restart

Slave Server Options

Teaming Options:

Manual Teaming

Remix Teams

Internet Options:

Allow Quickmatch

Laddered

Clan Game

Message of the Day:

Save/Load

Start Game

Host Options

Command & Conquer

Basic

Gameplay

Advanced

Game Name: Test

Password:

of Players: 1

Preferred Side: Auto Team

IP Address: 192.168.1.66

3) [No Floor.JPG](#), downloaded 1260 times



Subject: Re: Gameplay is Pending and no floor
Posted by [Di3HardNL](#) on Fri, 06 Feb 2009 12:51:35 GMT
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When I edit maps I always rename the original map like yours C&C_Prison_Break.mix to C&C_Prison_Break2.mix.

Save your new map to C&C_Prison_Break.mix

Try it

Subject: Re: Gameplay is Pending and no floor
Posted by [ErroR](#) on Fri, 06 Feb 2009 13:03:17 GMT
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maybe the original mission terrain is missing...

Subject: Re: Gameplay is Pending and no floor
Posted by [danpaul88](#) on Fri, 06 Feb 2009 13:05:52 GMT
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For mix maps you have to temp the terrain preset and name it the same as the name of the .mix file, for example temp the M08 terrain and name the new preset C&C_Prison_Break. Then delete the instance of M08 terrain preset (use the instances tab for this) and create the newly temped one in it's place.

This has always worked for me anyway, whether there's another way of doing it I don't know for certain.

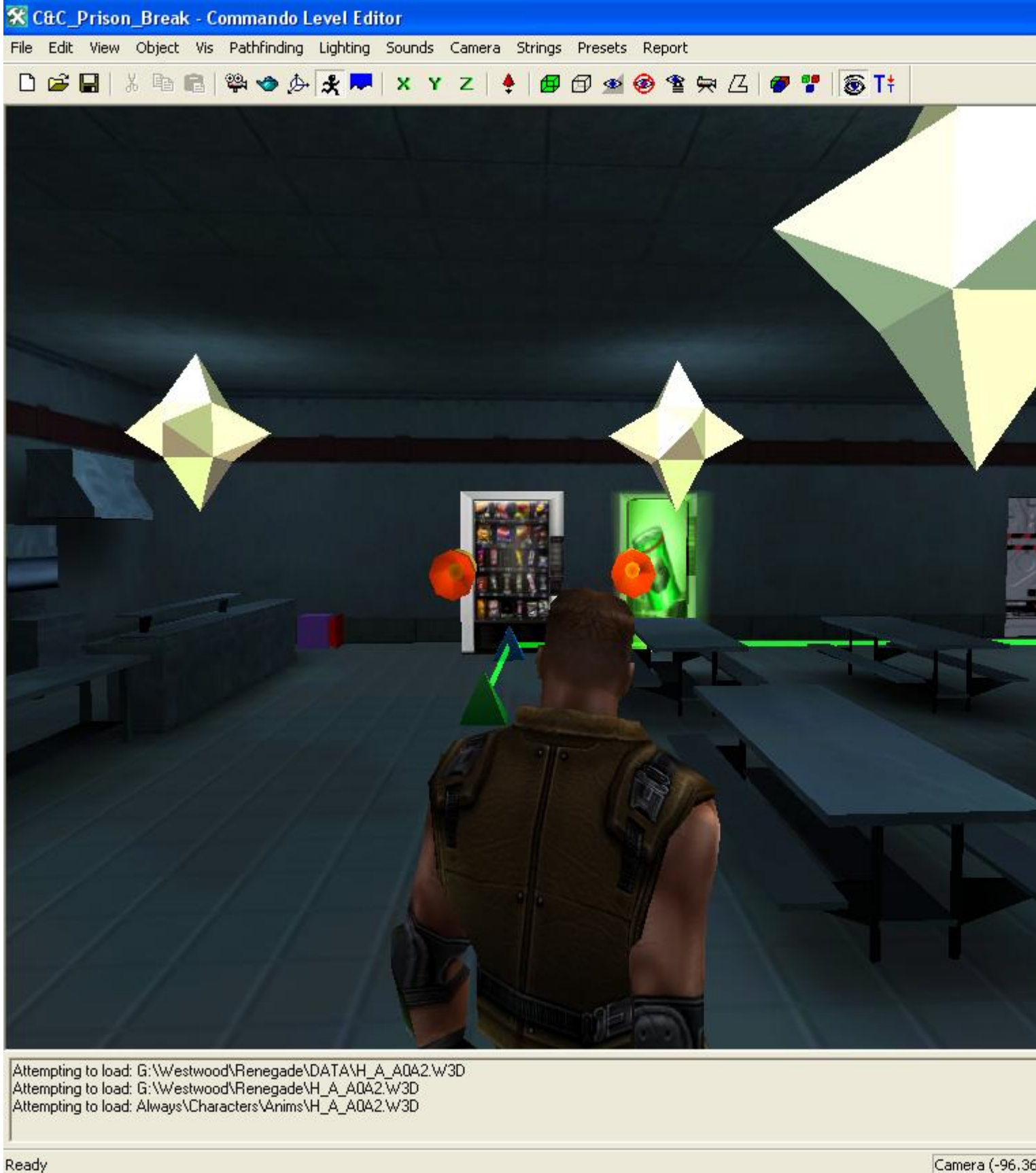
Subject: Re: Gameplay is Pending and no floor
Posted by [sauron--the--king](#) on Fri, 06 Feb 2009 13:17:22 GMT
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Trying it right away
grtz,
Brian

EDIT:
Nope still doesn't work. I have 2 more screenshots.
You can see that only the level itself disappears.
Everything else will stay on its place. If I use the
walk mode in LE I can still see anything. It must be
something in Renegade itself than I suppose.
Plz help
Kind Regard,
Brian

File Attachments

1) [Prison Break.JPG](#), downloaded 1021 times



2) [Prison Break 2.JPG](#), downloaded 1017 times



Subject: Re: Gameplay is Pending and no floor
Posted by [danpaul88](#) on Fri, 06 Feb 2009 19:25:55 GMT
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And you did remember to delete the old terrain instance on the instances tab before making an instance of the new temp? (Screenshot of the instances tab would be good, just so we are clear that we understand each other on this bit)

Subject: Re: Gameplay is Pending and no floor
Posted by [sauron--the--king](#) on Fri, 06 Feb 2009 21:46:39 GMT
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hey,
Just tried that, it didn't work. I think
the tiles from this map are missing in the
Renegade folder. Could anyone send me those
than I can try that. Thanks
Kind regards,
Brian

Subject: Re: Gameplay is Pending and no floor
Posted by [zunnie](#) on Sat, 07 Feb 2009 13:31:04 GMT
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The terrain W3D's filenames must be unique in the whole entire data folder from renegade.

If your map mixfile has terrainfilename "bla.w3d", then if another mixfile has "bla.w3d" as well
you will fall through the floor.

It's a renegade bug.

w3d filenames must be completely 100% unique in data folder.

Subject: Re: Gameplay is Pending and no floor
Posted by [danpaul88](#) on Sat, 07 Feb 2009 14:20:55 GMT
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So, based on that, if he was to delete the terrains .w3d file from his map's .mix file, hence forcing it
to load from the single remaining copy in m08.mix (or always.dat, whichever has it), that should fix
the problem?

Subject: Re: Gameplay is Pending and no floor
Posted by [sauron--the--king](#) on Sat, 07 Feb 2009 18:18:48 GMT
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hey,
I just removed every last thing from Renegade off my computer.
Than I re-installed everything and imported all stuff from
Reborn I wanted on it. Now I can finally place a MK-2 in my
LE in M08 But thank you all for your help
The file from M08 was missing from Renegade, that's why
it didn't function
Thank you very much, grtz,
Brian

Subject: Re: Gameplay is Pending and no floor
Posted by [danpaul88](#) on Sat, 07 Feb 2009 19:53:50 GMT
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Well if you had said you deleted M08.mix I would have told you that was the problem in the first place I just assumed you wouldn't have done so, since there is no reason to.

Subject: Re: Gameplay is Pending and no floor
Posted by [sauron--the--king](#) on Sat, 07 Feb 2009 23:44:05 GMT
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hey,
Yeah sorry, didn't delete it myself I think
my brother did it or something like that
That's why I didn't know what I had to do too
But now almost everything works fine.
Here is one more question, I want to have some
new units in Renegade. But in LE they don't look
that pretty. You can see that in the screenshot.
Does anyone know how you can change that?
(Btw, yes those are Reborn things)
Grtz,
Brian

File Attachments

1) [Prison Break.JPG](#), downloaded 899 times



Subject: Re: Gameplay is Pending and no floor
Posted by [danpaul88](#) on Sun, 08 Feb 2009 01:29:33 GMT
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Thats the missing textures texture, make sure you steal the textures from Reborn as well as just the models if your going to do that.

I hope you have permission from the Reborn team to do that, otherwise it is technically stealing you know.

Subject: Re: Gameplay is Pending and no floor
Posted by [sauron--the--king](#) on Sun, 08 Feb 2009 09:27:58 GMT
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Hey,
I downloaded all that stuff from one of the forums:
http://www.renegadeforums.com/index.php?t=msg&goto=363001&rid=24329&srch=Reborn+stuff#msg_363001
But if that is stealing I won't use it
I will just wait untill summer for Reborn and
make my own maps in there with those vehicles.
Kind regards,
Brian

Subject: Re: Gameplay is Pending and no floor
Posted by [Oblivion165](#) on Mon, 09 Feb 2009 07:09:28 GMT
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NVM
