
Subject: Problem here

Posted by [Anonymous](#) on Sun, 12 Jan 2003 19:12:00 GMT

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quote:Originally posted by YSLMuffins:Perhaps remaking your TEMP preset database would do the trick. Problems with the temp preset stuff are always what causes the maps to crash during loading for me, but you said the map crashes at 10 percent? Mine usually crash at around 99. None of your w3d's are named too generically, right? Maybe the map is conflicting with another. I'm not even using any temp presets. The terrain w3d is named mp_skatedm.w3d. I doubt anything else is named as such. If this keeps up, I'll probably trash the map and move on.
