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Subject: Another Problem: Flame Tank Crashes Renegade :(  
Posted by [Anonymous](#) on Tue, 10 Dec 2002 11:57:00 GMT

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quote:Originally posted by nvm6w3:Ok.. i was working on my map.. i exported it, and whenever the flame tank shoots any building with its flame guns of doom, the game just quits out really fast and I was wondering if anybody else has had this problem and how to fix it.I had that problem, but with the Flamethrower (Heh...not much difference =P)I just closed LevelEdit after exporting, restarted my computer (I had a very low RAM, most of it was already used) and reopened LevelEdit.Made the refining step on the map again, then simply re-exported. It's fixed

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