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Subject: Need some help, with a renalert "mod".  
Posted by [NeoSaber](#) on Sun, 29 Aug 2004 17:01:13 GMT  
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NaamloosEdit: And since you seem to know so many things about balance, explain why soviet snipers have 90 health and allied snipers 80?

Or how allied techie's have no armor and soviet ones 25?

Those are typos in the settings. Sometimes when I'm updating 50 things in a few hours I hit a 9 instead of an 8, or forget to double check armor.

NaamloosAnd those small health things where there in 9925 already, should have been an easy fix

I need to know the problem exists before I can fix it. I never noticed the sniper thing and don't remember reading any bugs reports about it. I did fix the technician's health as soon as someone mentioned it in a bug report. I've now fixed the sniper health too.

NaamloosThe only real reason i made this topic is to ask how to fix those crashes, is that to mush to ask?

Actually, yes. Originally you didn't provide enough information on what you changed so there was no way to tell what could be wrong. From the list of changes you posted later on, I still don't know why it's crashing. I just have two thoughts.

- 1) I never tested the supply truck in game. I exported the model and wrote the settings really quick. There's no guarentee it works to begin with. Everything about it started as a clone of the demolition truck and then a few changes were made. Anything in that changing process could be causing the crash or anything you may have done later on could be causing that crash.
  - 2) For Volkov, a character will crash if its weapons are messed up, or maybe if its physics are messed up. You changed both according to your list so either change could cause the crash, or both could be causing it. I suggest taking off any extra weapons you gave him and see if the crash goes away. Then, if there is still a problem, check all his settings.
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