Subject: Editing M##.mix levals
Posted by Nightma12 on Mon, 02 May 2005 09:04:58 GMT

i just edited one

i added 2 pedestals (with the beacon script of course), scattered the map with spawn points & PTs, a few weapon spawners, and i added HON, Bar & GDI & NOD Ref building controllers outside of the map

i upload to FDS, join game and ren crashes!

it wouldnt have anything to do with the fact that all 4 building controllers are all touching a plane of water would it? (the same plane), lol?!?!