Subject: Re: Editing M##.mix levals
Posted by ghostSWT on Mon, 02 May 2005 21:11:08 GMT
View Forum Message <> Reply to Message

how outside of the map is it?

and i don't think it would crash cause of that, i have a tiny CoOp server running and my building controllers are all over the place some in ground, mid air, on structures, crates, walls...

Can you answerer some questions:
1. Did you temp new soldieries?
2. Is your renegade crashing just b4 the your map loads?
3. Are you using Westwood M##.lvl files to make your maps or are you editing a file in the original m##.mix?
4. What M?? is it?