
Subject: Re: C&C_Epocilation

Posted by [R315r4z0r](#) on Tue, 04 Sep 2007 23:06:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

starts to cry

BAD NEWS FOLLOWS THIS LINE OF TEXT. UNLESS YOU BELIEVE YOU WILL BE UNAFFECTED BY HORRIBLE NEWS, LEAVE THIS THREAD IMMEDIATELY!

Ok, so OMC4 passed, and now I started to get back to work on this map. I figured out a major problem I was having with duel buildings... but fixed it just a few min ago.

So now, with my fix, I implement it into the terrain, and then I export it to level editor.

I open the map *for the first time since my reformat* and it loads, loads, loads, *crashes to desktop*

I tried to load an older backup, that crashed too. I load an even older one, and that one crashes too!

I start a new project, and load the terrain to see if that is causing the problem, it wasn't! So that means something in the map is making it act all evil and makes it crash on me.

So I am going to have to cram now. I need to start from square 1 in level edit. But this time I have the beta maps still saved, so I should be able to do what I need to do much quicker now.

...this really blows.
