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Subject: Crash after W3D loaded.

Posted by [cnc95fan](#) on Wed, 19 Dec 2007 16:15:22 GMT

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Hi.

I recently made a test map using C&C\_Mesa.mix for the Battle For Dune mod.

[www.battlefordune.co.uk](http://www.battlefordune.co.uk) Just after the map loads, i.e when the green bar is finished going along the bottom, the game crashes. I'm not sure what this is, maybe its something to do with a missing W3D file. I "added" rather than "temped" the Mammoth tank, but when I went to change it, it wouldn't change, so I manually gave the W3D name...

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