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Subject: Gameplay is Pending and no floor  
Posted by [sauron--the--king](#) on Fri, 06 Feb 2009 10:51:14 GMT  
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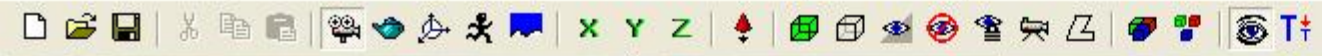
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Hello,  
I was editing the level M08. At the start I wanted to test it right away. The map is called C&C\_Prison\_Break, so I saved it in LE and exported it as "C&C\_Prison\_Break.mix". When I started Renegade, I went to Lan and adjusted the settings. I made some screenshots of this. Then I selected the map and started it. There was no floor and "Gameplay is Pending". You just fall in to the nothingness. So can anyone help me with getting these 2 things right?  
Kind Regards,  
Brian

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### File Attachments

1) [Prison Break.JPG](#), downloaded 580 times



Writing names offset 27986512 (01AB0A50)  
TimeManager::Update: warning, frame 18026 was slow (18317 ms)  
TimeManager::Update: warning, frame 18027 was slow (4249 ms)

Camera (-49.78)

2) [Prison Break 2.JPG](#), downloaded 593 times



# Host Options

Command & Conquer

Basic

Gameplay

Advanced

Victory Conditions

Map Cycle

Back

Dedicated Server

Server Auto Restart

Slave Server Options

Teaming Options:

Manual Teaming

Remix Teams

Internet Options:

Allow Quickmatch

Laddered

Clan Game

Message of the Day:

Save/Load

Start Game

# Host Options

Command & Conquer

Basic

Gameplay

Advanced

Game Name: Test

Password:

# of Players: 1

Preferred Side: Auto Team

IP Address: 192.168.1.66

3) [No Floor.JPG](#), downloaded 575 times

