Subject: Re: Mod crashes every time I use a weapon Posted by Reaver11 on Tue, 04 May 2010 13:43:46 GMT

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Ok please just extract the armor.ini from you always2.dat and place it in your 'modpackage'-> Always -> INI

The standard level editor Armor.INI only contains the following warheads ->

Toggle Spoiler[Warhead\_Types]

0=None

1=Steel

2=Steel\_NoBuilding

3=Shrapnel

4=Explosive

5=Explosive\_NoBuilding

6=Shell

7=Shell\_NoBuilding

8=Flamethrower

9=TiberiumRaw

10=TiberiumBullet

11=TiberiumShrapnel

12=C4

13=Laser

14=Laser\_NoBuilding

15=Repair

16=IonCannon

17=Nuke

18=Fire

19=Chem

20=Electric

21=Visceroid

22=Earth

23=RegenHealth

24=BlamoKiller

25=Death

26=Harmless

The flamethrower and chemsprayer where paced lateron in always2.dat and if you get this bug it means your armor.ini is outdated.

The always2.dat warheads

Toggle Spoiler

[Warhead\_Types]

0=None

1=Steel

2=Steel\_NoBuilding

3=Shrapnel

- 4=Explosive
- 5=Explosive\_NoBuilding
- 6=Shell
- 7=Shell\_NoBuilding
- 8=Flamethrower
- 9=TiberiumRaw
- 10=TiberiumBullet
- 11=TiberiumShrapnel
- 12=C4
- 13=Laser
- 14=Laser\_NoBuilding
- 15=Repair
- 16=IonCannon
- 17=Nuke
- 18=Fire
- 19=Chem
- 20=Electric
- 21=Visceroid
- 22=Earth
- 23=RegenHealth
- 24=BlamoKiller
- 25=Death
- 26=Harmless
- 27=CNC\_Flamethrower
- 28=CNC\_Chem

Now you find they have added the CNC\_Flamethrower and the CNC\_Chem warhead. By firing in the air you are not hitting anything thus no need for checking damage and what not.

Currently your game tries to use the warhead CNC\_Chem and CNC\_Flamethrower for the Flamethrower, Flame tank and Chemsprayer. These are defined at the weapons. Yet your game cant load these settings from the armor.ini because they arent there.

I have uploaded the correct version of armor.ini. Compare it with your old one and I bet you see a difference

You can just use this verion for your mod.

## File Attachments

1) armor.ini, downloaded 108 times